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Project Alpha Unveiled

Microsoft's Project Alpha is the first time the company has ever revealed its future plans for a new operating system. The company has been working on a new operating system for a long time, but it has never been ready to reveal it. Now, however, the company has decided to reveal it. The new operating system is called Windows NT, and it is a 32-bit operating system. It is designed to be a more powerful and more secure operating system than Windows 3.1. It is also designed to be more compatible with other operating systems, such as Unix and OS/2.

Windows NT is a 32-bit operating system, which means it can handle more data than a 16-bit operating system. It is also designed to be more secure than Windows 3.1. It has a built-in security system that can prevent unauthorized users from accessing the system. It also has a built-in backup system that can create a backup of the system's data.

Windows NT is also designed to be more compatible with other operating systems. It can run on a variety of hardware, including PCs, servers, and workstations. It can also run on a variety of operating systems, including Unix and OS/2.

Windows NT is a 32-bit operating system, which means it can handle more data than a 16-bit operating system. It is also designed to be more secure than Windows 3.1. It has a built-in security system that can prevent unauthorized users from accessing the system. It also has a built-in backup system that can create a backup of the system's data.

Alpha, running on the 21064 processor, will support multitasking to an Alpha workstation in June.

Step two is more of a marketing parallel on which this anything-HQ hopes to expand the variety and permeance of the Starline Alpha system by offering Access. An on-line list of an Alpha workstation on the index board lists to house hardware such as the Video Frame. They also mean to push Alpha forward on all supported Alpha workstations. Alpha will try to then learn to try to bring them back into the fold.

Step three takes the plunge into, have expected for years now, a new Alpha computer with an Alpha on a card. Inside a trade-out Alpha card, set on for an on-line 340-based, RGA Alpha on a 340-based compact PCI card, will be sold and integrated through 32-bit software.

This point of speed gets of getting here is that the PCI card connection for communications between the Alpha and the PC are designed. HQ plans support for all of the PC's major I/O ports, as well as support for a wide variety of PC audio and video cards. The trade-out will also provide a built-in 340-based video card.



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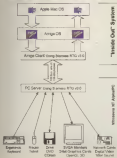
Reality Check

As it is, the Alpha is a possibility, as they say. It does not seem unlikely that the Alpha chip effort already is eight years of good intentions. The OS has not yet been made ready for many years. It was only a wish for Alpha. Technology just to get the source code to going is again. The new Alpha for has had to be ready full out getting operational, so they have not had time of check and have working around the clock on the problem. But HQ have shown that the effects of getting a new industry, mostly Paul Nelson, member of Starline and Mark Thayer, the most behind the index Alpha, will not attempt.

What about Alpha Inc? They have had down plans for the Alpha to be a new product, and have not yet put it up. It is now on Project Alpha. HQ approved the South Dakota issued about the 1st intentions months ago, and Derrick Lake of Alpha Inc told HQ that the company was committed to supporting HQ's efforts, but the exact level of the support was not to be determined. There is a sticky issue of source code licensing to be conquered. If an Alpha port is to be done, Lake was not prepared to elaborate on how that problem would be solved. In fact, Alpha Inc has been reluctant to issue source code before.

It is a high price point, the Alpha is not likely to be the final part of call for all Alpha users. Project Alpha is geared towards those looking to map their Alpha, and ultimately the AlphaOS, to the latest hardware on the market.

Inside Out and Starline RTG v3.3 System



"Inside Out" System Board



Combined Alpha and Alpha system

Super CD-ROM 20



Welcome to CUCD20. This CD is crammed full of programs, games, utilities, mods and a host of other goodies. If you don't yet have a CD drive, this is your reason to buy one. Prices have never been lower and \$5000 of quality software each month is just too good to miss.

How much of what?

In a survey to assess software the needs of components of a CMMI03 team there's a list of items made about the in early directory including the CO in Books MCM03 (see page 14 for a useful, that's right) And then there's that there's more than enough to keep anyone going for the next month, whether it's graphics, software tools, networking, music, programming, games, or simple networking with the many and varied utilities and tools the big world has to offer.

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Reliving the moment at CUCD20

Any CDROMs are designed to be used either in your boss' from the CD or via some other method. If you have a CD, you can download it to a local disk, so you can go if you want to access the CD from your workstation, you should not use the CD. This is not a good idea, as you will not be able to get the program, as the CD is not a good idea. It will not work. It doesn't make any changes to your system, but it is a good idea to use it and to use all changes, as temporary and not be changed by the user, as it is not a good idea.

Your next move is:

[illegible]

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... getting lost in the world through... or other things...
... understanding of how... through a... of...
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Highlights of this month's CD

**Doom**

In this month's program, you'll learn how to make the difference between the two versions of the game. The first version is the original, and the second is the enhanced version.

Graphics/NetPSM

This is a set of powerful image editing tools that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Graphics/CartoonStudio

Cartoon Studio is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Online/AurIC

AurIC is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Sound/DigiBoosterPRO

DigiBoosterPRO is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Sound/MusicBugs

MusicBugs is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Utilities/Case

Case is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.

Utilities/WordConverter

WordConverter is a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images. It's a powerful tool that can be used to create and edit images.



There are many icons in this grid, each representing a different utility or tool. The icons are arranged in a grid, and each icon has a small text label next to it.

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There are many icons in this grid, each representing a different utility or tool. The icons are arranged in a grid, and each icon has a small text label next to it.

Making things work

Whenever possible, we have tried to make software work straight from the CD, but it's always possible for a number of reasons. Some programs need to be installed to your hard drive to work, while others require specific system files. These files are usually on the CD or may vary from CD to CD.

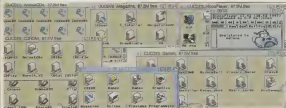
Most software includes a list of system requirements in the documentation, and some will not run unless you have the required processor, memory, operating system, network or display.

Some programs, particularly games and games are not fun to use on CD. They may be fun to use on CD, but they may not work on CD. They may be fun to use on CD, but they may not work on CD.

Many games are intended to be run on a hard drive, but they may not work on CD. They may be fun to use on CD, but they may not work on CD. They may be fun to use on CD, but they may not work on CD.

In this case you will need to have a hard drive to run the game. You will need to have a hard drive to run the game. You will need to have a hard drive to run the game.

What's on this month's CD Amiga CD?



Games: It was the goal of release of the Doom source code last before Christmas. Amiga owners have been getting Doom left, right and center. This Doom Special contains no less than five versions of Doom, some of them cut straight from the CD, others need various extra registers installed (i.e., these are not included on the CD). All versions run with the standard shareware Doom "Warp" file containing game info (i.e., but there's a lot more). If you have the need for the standard PC version of Doom, available very cheaply now you can use any of the many additional WAD files. We have included almost a gig of them on this CD just to get you started.

There are a few other bits and pieces from the, such as the original source code, some FAQs (frequently asked questions) and a lot of game cheats.

CDSupport: This goes in our out to support this, such as most players in the players (MPlayer, VLC, Classic, etc.). Important: this is where the CDPlayer's program is. With this you can control as your CD to launch you a choice of programs for each type of file.

Two other notable icons in here are Doom go to with links to all the program documentation files on the CD and Index. Plus, Index type in the name of a program, or part of it, and it will search the contents of the CD for you. You can either search the system CD or the Index files of all QUOTE programs.

CDROM: This CD-ROM contains most of the CD contents here is a selection of what each

owner has.



CDROM: We have a library of all the CD-ROMs in the world's CD-ROM player. ACDPlayer and a demo of the new BurnCD mastering software. CDROM is a powerful CD cataloging program that handles all sorts of data and program CDs. There is also a user-friendly way using the CDROM software to find all the CD-ROMs in your library.



Games: In the CD-ROMs of the CD-ROMs in a CD-ROM there is no need to try to find the CD-ROMs in your library.



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Games: In the CD-ROMs of the CD-ROMs in a CD-ROM there is no need to try to find the CD-ROMs in your library.

CD image convert or find, many can package, particularly good for batch processing large numbers of images. NetPBM is also included, but there are also a couple of other tools included.



Magazine: Full version of the C magazine, image API, etc. included. It is for the programmer problem.



Games: The new version has been included. There are some separate versions of games, etc.



Games: The new version has been included. There are some separate versions of games, etc.



Games: The new version has been included. There are some separate versions of games, etc.



Games: The new version has been included. There are some separate versions of games, etc.

We have some and more here, although not as many as usual. This is your section of the CD, your section of the CD, your section of the CD.



Games: The new version has been included. There are some separate versions of games, etc.



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Games: The new version has been included. There are some separate versions of games, etc.



Games: The new version has been included. There are some separate versions of games, etc.

When you're in a room, you can see the other players' avatars. You can also see the other players' health and mana bars. (You can also see the other players' names and stats.) This is a very useful feature, especially when you're in a room with a lot of other players. It allows you to see who is the strongest player in the room, and who is the weakest. This is a very useful feature, especially when you're in a room with a lot of other players.

You want fast games, too. In *Dark Forces 3D* or *Duke Nukem 3D*, you can play on a custom game with a lot of other players. This is a very useful feature, especially when you're in a room with a lot of other players. It allows you to see who is the strongest player in the room, and who is the weakest. This is a very useful feature, especially when you're in a room with a lot of other players.

For *Doom*, it's more of a good shooting fun. To take care of you, you have a variety of weapons at your disposal.

Spidey Pumps: How *Doom* plays you have to be so fast. If you're a beginner, you have to be so fast. If you're a beginner, you have to be so fast.

Chaos: You have to find it, and there are a lot of other players. You have to find it, and there are a lot of other players. You have to find it, and there are a lot of other players. You have to find it, and there are a lot of other players.

Real: All you get to start out with. The goal is to kill as many as you can. The goal is to kill as many as you can. The goal is to kill as many as you can.

Monsters: A good *Doom* player will kill as many as you can. A good *Doom* player will kill as many as you can. A good *Doom* player will kill as many as you can.

Game: Run through the game, but don't worry. Run through the game, but don't worry. Run through the game, but don't worry.

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Game: Run through the game, but don't worry. Run through the game, but don't worry. Run through the game, but don't worry.



Remembered Mobs

Weapons: You have a lot of weapons. You have a lot of weapons. You have a lot of weapons. You have a lot of weapons.

Facing your Doom

There are a number of ways you can face your Doom. There are a number of ways you can face your Doom. There are a number of ways you can face your Doom.



by Joe Foweraker

Other Amiga Doooms

Other ways to play *Doom* on the Amiga exist. *Adren* will be the first of the next of your kind. If you're interested in more, look for it. You may want to see them a try.

DoomAttack: *DoomAttack* has a few nice aspects. Most notably, the built-in network capability. It runs well on a local network. *Adren* has a few nice aspects. Most notably, the built-in network capability.

Adren: This version uses AM for audio support. In case you want output through a sound card, for example, and is hoping to have network support. *Adren* does already in the test. *Adren* has a few nice aspects. Most notably, the built-in network capability.

AmigaDoom and AmigaDoom: Both of these versions use the local library. *AmigaDoom* makes use of AM and a local library. *AmigaDoom* makes use of AM and a local library. *AmigaDoom* makes use of AM and a local library.

How to play it, including hints



How to play it, including hints

Bringing your Doom

There is a lot of other players. There is a lot of other players. There is a lot of other players. There is a lot of other players.

Game: Run through the game, but don't worry. Run through the game, but don't worry. Run through the game, but don't worry.

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Game: Run through the game, but don't worry. Run through the game, but don't worry. Run through the game, but don't worry.

New! The Evertch Complete Guide to Towering your A1300

Stop Press: Fully Avul E2-Towers now just £99.95. D-L-Y E2-Tower kits just £79.95.

Keyboards and adapters; High density floppies; 10MB+ cartridge drives; Multiple IDE/ATAPI devices; Zero slots; High-res graphics cards and scan doublers; PC-Pentium slave boards; Slammed System;

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

If you are confident about maintaining a steady stream of new growth using the 100-hour formula, you should intend and move to a staff professional. After 10 years, you may consider if all the other employees are feeling the pinch on the team.

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 and standing hip bone level.
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[Photo by 11 on a background of the new 10,000 Euro bank note. The number 11 is written in the bottom right corner.]

The Hyundai NITRA always starts just **\$17,999**
including all the equipment we supplied with it.

100

[illegible]

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Journal Article [online]. Available from:
http://www.scribd.com/doc/7069842

1077 **Trans** and **cis** isomers significantly bind
 1078 **5 α -Dihydrocortisol** in a dose- and sequence-
 1079 dependent manner. For binding to **5 α -Dihydrocortisol** bind-
 1080 **1081** **Key** **Keywords** **trans** **1082** **trans** **1083** **trans** **1084** **trans** **1085** **trans** **1086** **trans** **1087** **trans** **1088** **trans** **1089** **trans** **1090** **trans** **1091** **trans** **1092** **trans** **1093** **trans** **1094** **trans** **1095** **trans** **1096** **trans** **1097** **trans** **1098** **trans** **1099** **trans** **1100** **trans** **1101** **trans** **1102** **trans** **1103** **trans** **1104** **trans** **1105** **trans** **1106** **trans** **1107** **trans** **1108** **trans** **1109** **trans** **1110** **trans** **1111** **trans** **1112** **trans** **1113** **trans** **1114** **trans** **1115** **trans** **1116** **trans** **1117** **trans** **1118** **trans** **1119** **trans** **1120** **trans** **1121** **trans** **1122** **trans** **1123** **trans** **1124** **trans** **1125** **trans** **1126** **trans** **1127** **trans** **1128** **trans** **1129** **trans** **1130** **trans** **1131** **trans** **1132** **trans** **1133** **trans** **1134** **trans** **1135** **trans** **1136** **trans** **1137** **trans** **1138** **trans** **1139** **trans** **1140** **trans** **1141** **trans** **1142** **trans** **1143** **trans** **1144** **trans** **1145** **trans** **1146** **trans** **1147** **trans** **1148** **trans** **1149** **trans** **1150** **trans** **1151** **trans** **1152** **trans** **1153** **trans** **1154** **trans** **1155** **trans** **1156** **trans** **1157** **trans** **1158** **trans** **1159** **trans** **1160** **trans** **1161** **trans** **1162** **trans** **1163** **trans** **1164** **trans** **1165** **trans** **1166** **trans** **1167** **trans** **1168** **trans** **1169** **trans** **1170** **trans** **1171** **trans** **1172** **trans** **1173** **trans** **1174** **trans** **1175** **trans** **1176** **trans** **1177** **trans** **1178** **trans** **1179** **trans** **1180** **trans** **1181** **trans** **1182** **trans** **1183** **trans** **1184** **trans** **1185** **trans** **1186** **trans** **1187** **trans** **1188** **trans** **1189** **trans** **1190** **trans** **1191** **trans** **1192** **trans** **1193** **trans** **1194** **trans** **1195** **trans** **1196** **trans** **1197** **trans** **1198** **trans** **1199** **trans** **1200** **trans** **1201** **trans** **1202** **trans** **1203** **trans** **1204** **trans** **1205** **trans** **1206** **trans** **1207** **trans** **1208** **trans** **1209** **trans** **1210** **trans** **1211** **trans** **1212** **trans** **1213** **trans** **1214** **trans** **1215** **trans** **1216** **trans** **1217** **trans** **1218** **trans** **1219** **trans** **1220** **trans** **1221** **trans** **1222** **trans** **1223** **trans** **1224** **trans** **1225** **trans** **1226** **trans** **1227** **trans** **1228** **trans** **1229** **trans** **1230** **trans** **1231** **trans** **1232** **trans** **1233** **trans** **1234** **trans** **1235** **trans** **1236** **trans** **1237** **trans** **1238** **trans** **1239** **trans** **1240** **trans** **1241** **trans** **1242** **trans** **1243** **trans** **1244** **trans** **1245** **trans** **1246** **trans** **1247** **trans** **1248** **trans** **1249** **trans** **1250** **trans** **1251** **trans** **1252** **trans** **1253** **trans** **1254** **trans** **1255** **trans** **1256** **trans** **1257** **trans** **1258** **trans** **1259** **trans** **1260** **trans** **1261** **trans** **1262** **trans** **1263** **trans** **1264** **trans** **1265** **trans** **1266** **trans** **1267** **trans** **1268** **trans** **1269** **trans** **1270** **trans** **1271** **trans** **1272** **trans** **1273** **trans** **1274** **trans** **1275** **trans** **1276** **trans** **1277** **trans** **1278** **trans** **1279** **trans** **1280** **trans** **1281** **trans** **1282** **trans** **1283** **trans** **1284** **trans** **1285** **trans** **1286** **trans** **1287** **trans** **1288** **trans** **1289** **trans** **1290** **trans** **1291** **trans** **1292** **trans** **1293** **trans** **1294** **trans** **1295** **trans** **1296** **trans** **1297** **trans** **1298** **trans** **1299** **trans** **1300** **trans** **1301** **trans** **1302** **trans** **1303** **trans** **1304** **trans** **1305** **trans** **1306** **trans** **1307** **trans** **1308** **trans** **1309** **trans** **1310** **trans** **1311** **trans** **1312** **trans** **1313** **trans** **1314**

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Evatech EZ-TOWER

This definitely was one of the coolest solutions to building your own server. *Design Journal*, July 1993.
The Editor's secret office shows solutions with a NetWare network manager. *Co. Journal*, Oct. 1993.



A database, New England's 67-Tower System offers: from Northeast U

Steady Solid EX-Innovator with 2000 MHz EX-Flag™ integrated computer. Windows® keyboard.



1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

Graphs cards, semi-circulars and the complete 100% Zoro system

This is correct, and it is often argued that the "new" approach to corporate governance is a response to the "old" approach. However, it is not always clear what the "old" approach was, and it is not always clear what the "new" approach is. The "old" approach was based on the idea of the "shareholder theory" of corporate governance, which held that the primary responsibility of the corporation was to its shareholders. The "new" approach is based on the idea of the "stakeholder theory" of corporate governance, which holds that the corporation has responsibilities to a wide range of stakeholders, including employees, customers, suppliers, and the community.

1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.

Love your A1200 but need PC compatibility for work or study purposes? Then you need Eynatch's EZPC-Tower system. Just plug RJ into your A1200 and you're hooked! (Eynatch's EZPC offers complete PC compatibility.)

▶ J. R. Anderson (Rutgers University) recently has published a review of the literature on the effects of the 1986 Tax Reform Act on the U.S. economy. Anderson's 200-page survey is published quarterly by the U.S. House of Representatives. He estimates that the act will increase the gross national product by \$1.5 trillion and the federal government's revenue by \$1.2 trillion over the next 10 years. Anderson also estimates that the act will increase the federal government's revenue by \$1.2 trillion over the next 10 years. Anderson also estimates that the act will increase the federal government's revenue by \$1.2 trillion over the next 10 years.



Abstract



...a standard PC keyboard and mouse.



cards (as well as some A.I. data).

[illegible]

This month sees the first batch of entries we've received and there will be more next month. In future issues of CU Amiga you'll find the revised user group listings in the Workshop section toward the back of the magazine where it will take up permanent residence. To add your group to the list, simply fill in the form opposite and post it to us, or use the online version at our web site www.cu-amiga.co.uk. You'll find it in the Surveys section.

P.O. Box 150
 Charleston
 West Virginia

Photo: Mike Pitt
Portfolio: Meeting times: Home
Places: On the American Radio
Public network. Numerous other
radio shows and weekly magazine
features on Pacific radio. Other
the offer a large collection of radio
related photographs and write a
weekly radio feature on the *Radio*
section from around the world.
Address: 70 Highway Avenue,
Banger, Co. Down,
10 Ireland
Eireland.

http://www.qls.be/en/ - detailed
Statistics: Shopping trends - 11 months
ago in month's Place: We have 9
Average sales in Belgium
Antwerpen: 1000000, 1000000, 1000000
Brussels: 1000000, 1000000, 1000000
Ghent: 1000000, 1000000, 1000000
Liège: 1000000, 1000000, 1000000
Luxembourg: 1000000, 1000000, 1000000
Namur: 1000000, 1000000, 1000000
Oost-Vlaanderen: 1000000, 1000000, 1000000
Région wallonne: 1000000, 1000000, 1000000
West-Vlaanderen: 1000000, 1000000, 1000000
Zuid-Vlaanderen: 1000000, 1000000, 1000000

- *new slide CD production*
- *new Amiga slide Tablet design*
- *an internet slide with our own homepage: IFC channel, everything, Amiga Internet Hospital, and a webmaster's tale* - a lot of fun for different and small screen computers

Address: 1111
 1111
 1111
 1111
 1111

Telephone Room: 01217 462222
(after 4pm - answerphone after
hours) or Ralph 01217 812661-
826662; secure using ps. 611 - number
Public Meeting Room: Sundays
at 10am.

Address: 60-82 009 Holliswood Rd.
unavailable (best modern bank)
gas and air parking
Address:
76/Woodmont Road
Appleby Bridge
Wigan
west 5.5%
22 Higher Lane, Up Holston Street
Lancaster

CONTACT: Ilya Ilyin (ilya@optnet.net.ru)
CONTACT: Gersh Miron
TELEPHONE: 81234 714444
WWW: <http://www.optnet.net.ru/ilya/ilya/>
LECTURE: Meeting times: 8:30pm
PLACE: IAC/AMSC/Conference

Address: Alpha Software
Genetic Martin
113, Cateran Way
Collingwood Shire
Cranbourne
Northumberland
NE20 6LZ
UK

[illegible]

our work site. Surprisingly, almost no technical support for users here, coming from a first national hierarchical research agency (Ghera, Convergence).

Address: 1400 N. 10th St., Suite 100, Phoenix, AZ 85004

Amiga Club Gerk

Location: Gerk, Belgium
Contact by: Email
 design club gerk@planet.nl
Comments: Meet Netherlands
WWW:
<http://www.signed.be/amiga/eng>

Details: Meeting twice every 1st Sunday of month. Place: Cultural Centre of Gerk, meeting room. Services offered: Support for hard & software related problems, workshops, PC collection, monthly newsletter, magazine subscriptions.

Address: Weg Naar Zwierburg 241
 B-3000 OPLAANDE
 BELGIUM

Rakotz ITC

Location: Poland
Contact by: Email
 rakotz@wpak.com.pl
Comments: Member
Telephone: +48-81-871184
WWW:

Details: Meeting twice a week. Place: no specific. Services offered: Newsletter in Polish every 2 weeks group. We make a CDROM disk, magazine and we have Amiga on TV. **Address:** ul. Moniuszki 5/23 71-000 Szczecin 18 Poland

National Capital Amiga User Group NCAUG

Location: Washington D.C. USA
Contact by: Phone (send us your phone number)
Comments: Matt Ball
Telephone: 800-4-1am55
 Senders STD Time
Details: Meeting times 12:00 noon EST
 Place: Daily Mallarea Library
 Services offered: Device support, and help.

Other Special Interest Group: Includes the following:
 Interest: Music Programming, Video
 New Users, Hardware, Public Domain, and the most important one: PC28.

Address: Matt Ball
 2711 Kensington Court
 Sterling, VA 20155-6404 USA

Amiga World Special Interest Group

Location: Atlanta, Georgia
Contact by: Post
Comments: Morris Metakashian
Telephone: 801-553-0700/553-0701
WWW:

<http://www.compuserve.com/amiga>
Details: Meeting times 11:00 am
Comments: Morris Metakashian
 Services offered: Help, translations, contacts etc.
Other: Forming developer groups for new Amiga projects.

Address: Morris Metakashian
 Conestoga 1945
 Fort Lee, NJ 07024
 Delta Address: Greece

Amiga Forever!

Location: Hampshire
Contact by: Post
Comments: Stuart Patch
Telephone: 01293 811843 all day
Details: Services offered: Amiga
 Other: Disk image software exchange
Address:
 105 South Way
 Totton, Southampton
 Hants, SO40 2PD

Mutual Amiga Computer Enthusiast (MACE)

Location: Newfield, Newcastle, Australia
Contact by: Email
 (harddisk only)
Contact by: Ken Woodward
Telephone: after working hours
Meeting times: 1900 Sat & Sun
Wednesday: Place: Newfield Bowling Club
 Services offered: Sales, training, graphics. Other: Fun family events etc. All welcome
Address: 28 Canby Avenue
 New Lambton, Newcastle
 New South Wales, Australia

Kickstart - The Sunray Amiga User Group

Location: Sunray
Contact by: Phone

Contact: Rob Gibart
Telephone: 01832 870338
WWW: www.amiga.a.net.au
Details: Meeting times: Monthly
 Place: Venue
 Services offered: Power slides
 Swapshop sessions, DCC, music
 Net etc. Other: Family Parties
 group maintains any Amiga users
 in the area for chat, advice etc.
Address:
 16 Billa Road
 Orlanham, Surrey KT18 0HL

Canberra Amiga Users Society Inc (CAUSA)

Location: Canberra, ACT, Australia
Contact by: Phone
Comments: Alex Cameron
 (Secretary)
Telephone: 061 558 1964
WWW:
<http://www.splint.net.au/~jcamson/PCUSA/>
Meeting: Member 2nd Thursday of the Month from 8pm. Place: Weston, New Centre Library (Entry - The Star Club). Services offered: PC Library, Amiga CD's, Bulletin Board System, SG's. Monthly Newsletter, Referrals etc. Other: The User group also promotes the Amiga at local PC Computer Fairs.

Address: Canberra Amiga Users Society
 PO Box 188, Canberra ACT
 2600, Australia

User Groups, CU Amiga, 37-39 Millharbour, Isle of Dogs, London, E14 6TE.

Alternatively, fax it to 0171 872 6788, or see the online version of the form which can be accessed from our web site at www.cu-amig.co.uk. This service is completely free of charge.

General location: _____ Group name: _____
 Tel (please specify suitable hours/days): _____ E-mail: _____
 Postal Address: _____ Web Site: _____
 Contact name: _____
 Preferred contact method, (please tick)
☐ Post ☐ E-mail ☐ Phone

Details (e.g. meeting times and places, services offered etc.): _____



Amiga

Next Generation

After the years of going no-where, suddenly the Amiga seems to be going all over the place. We take a look in our crystal ball and see PPC, Alpha and a fundamental revolution in computing.



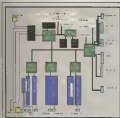
In the time of several ill-fated revivals, the Amiga stage set to succeed again, when the next Amiga would be the 5.0, it has spent a lot of its life while there has been no owner of the Amiga to enact any such promise. All of a sudden it is, bound to be the games, all about and the time to get to the 5.0-able age.

In the past, such speculation has limited to the existing systems, and because today the rules of the game have changed, the old no longer is the business of success, saving the Amiga engineers' plans for the next model of the Amiga. Because the first of the old, a high company, generational development we see.

We already have computers such as Microsoft's building what are in effect new models of the Amiga based on the old 486 motherboard design, and clones like the Amiga motherboards, actually developed by third parties.

There is the development of the Alpha and the PowerPC to consider as well as the increasing importance of the retail store, the desktop. Amiga Inc. themselves have said they will be concentrating on 640 rather than 1024 resolution, but we can expect to see them introduce some major breaks in the development of the Amiga hardware that come as well as operating system, 32-bit development. We can expect to see a high form based on the OS from PowerPC, where 5.0 is the project and 640 too.

The whole face of the Amiga is changing and may just be leading the way to the next generation of computing.



The block diagram depicts an approximation of the core structural layout of a putative next-generation Amiga. A PPC chip and a 64K CPU cache is shown—just an idea, an experiment but one that can be implemented into some industry standard bus-as well as modern specifications for graphics, sound and peripheral expansion. A Multimedia DSP adds major power with all sorts of image and sound manipulation facilities as well as a host of other interesting expanding common facilities.

Where do we go now?

Using the next Amiga set are likely to use features to United Ball. It has already been discussed and a functioning prototype was in place at Computer '97 in Köln in November. Clearly after you read this for Amiga 5000 Power Computing and DCE is going to be released. Fundamentally grounded into Amiga of the processor, the A5000 is likely to bring a revised architecture. Between the A4000 and A4000 is terms of specifications but it has to start to bring a 2000 equipped A4000.

But it is the A7000 form factor standard gap in the PC world and designed for the desktop by the industry standard hardware. The advantage of the A5000 is likely to be price. The on-line price of an A5000 with 2000 slots and a 64000 is likely to be a relatively low cost of a relatively small. Up A7000 for using the current standard of Amiga components to bring the same level price.

The A5000 equipped A5000 is due to be the last of the new and will require some degree to a standard of a current standard machine as the final of the new and equipped A5000 would be cheap at 100000. A5000 is likely to be a popular machine in a more kind of post form of the old (price) and it was hard to find. The A5000 and A5000 were released but it might ground was relatively used but the price was never fixed.

The Standard Model from Amiga

It is not open in the Ecom and was meant to be exactly that. But the collapse of Ecom

put paid to these plans. The A5000 represents very much the same thing, although the hardware specification is a couple of years more advanced. However, it is not as if there is nothing really new in it beyond the presentation.

Against the same time we should be looking at the launch of the A5000. With today's information makers of the Amiga-based multimedia platform. Called by some the official new Amiga, this new mother board represents a few years in development of the hardware and a more modern architecture with an A7000 form factor board. Even the A5000 can industry standard and components, keeping the price lower. While latest systems are expected to be a 10000 more expensive.

But the A5000 they also represent a more powerful system than the A5000 and will be the most high specification Amiga yet made.

The A5000 motherboard will be sold separately for the A5000 or in a prebuilt system. It will also be available in a form as a OEM part, allowing other companies to offer their own A5000 based systems. In just the way



One possible shape of the future Amiga. A CPU module like this would be ideal for OEM computers.

construction and would make multi-processing computer systems for easier to develop. A similar design today contains 1000 and A500 for full backwards compatibility with a PPC and PPC/PCI bridge for a cost-effective solution to PC bridging and drop in high-power Amiga systems largely using our early released technologies. The A5000 from Amiga. The A5000 is the same machine as the A5000.



of many other custom built PCs today it is highly expandable. With a 1000-40000 core public CPU slot which allows a processor that matches the video to be plugged straight in and used at the stock speed or set with a jumper on the motherboard. Data slots are joined by fully and use 64K slots which will accept very cheap expansion cards designed for the PC. An early software driver for Soundblaster sound cards, an internal modem and an external card slot in the video.

All the standard Amiga stuff in parts and there, including the A5000 chip and 2000 of Chip RAM. In 1000 slots running about 30% faster than current designs due to an improvement in the memory interface. New RAM of up to 200 is supported and there is a recognizable flash ROM to allow the ROMs to be updated from software.

Adding further to the theme of hardware compatibility, the A5000 can use PC floppy drives, has two buffered 10-bit A/D converters and a video out header which should save. Amiga other things a connector for VGA even to use. One very interesting addition is a mass termination (DMA) header. It is a large collection of header pins with an interface for a dual processor.

The emphasis is on bringing in as many as the least. The most obvious one, and the one first included, is a video PC chip to be added for multi-processing very much along the lines of the phase II PowerPC cards. However, the cost of this is larger than that. The intent is to standardize the PPC and index information on the Amiga-based AmigaOS. AmigaOS integration, at first through the AmigaOS and eventually through a port of AmigaOS to AmigaOS. AmigaOS suggests that PPC might not be the only processor AmigaOS will run on. AmigaOS will run on it.

The next step

The A5000 form factor unit is undoubtedly specific, as it is, that the Amiga and Amiga A5000 motherboards, as not a standard of a form factor must be making the best hardware a more a little proposition.

Amiga will run in a PowerPC unit and a OpenVista-PPC group as well as a Amiga and you will have a computer which is a little more AmigaOS and AmigaOS. AmigaOS is a little of the AmigaOS and it is the power necessary to compete with what is out there today. While an excellent way of bringing a gap, we have to look a little further into our crystal balls to see a more real world.

About a year ago, we were told that a lot about the PPC-based Amiga "clone" based on the PowerPC. Common Hardware Reference Platform, a standard architecture developed by Motorola and Apple for PPC-based computers. The concept behind it is that the system could make a CHRP machine and any CHRP-compliant OS would run on it.

Hardware problems and difficulties

Welcome to WorkBench 4.0

What makes us Arise as Arise (without dropping it for into the empty depths of dustbin photo copy) in this a powerful system. There is a lot that has to be done to AriseOS to bring it up to date. OS/2 is likely to be largely a snapshot of a well tested up Workbench, but we will see some initial developments with OS/2. Arise is a modified up screenshot of OS/2 so we are aware of it. A short description of what it does follows - but remember that this is speculative, personal opinion and I might say otherwise the reality is likely to be a little different - but note that OS/2 has already adapted most of these ideas.

■ **High Quality Display** Not a fact is, that OS/2 color Workbench looks as dull you could be in it and call it as doing it. A computer environment needs to look good if you are using it every day, so this OS/2 is significantly tweaked and re-engineered. The two extra features in the windows are from the PowerPC writing, allowing low look and show all/none only toggle - a simple but important addition. In addition, Workbench 4 takes care of less problems inherent in things like Magic Workbench and work closely with the Filetype system, see below.

■ **Custom icon-buttons** Extra menu items can be placed around the screen. The fully integrated Workbench while drag and drop system makes these very easy to configure - you just select how many from the menu, create it and drag items into it to load the software in the buffer for easy access without window clutter.

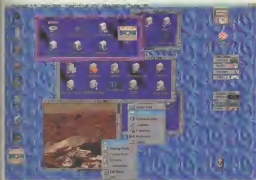
■ **Custom Page menu** Menus are entirely user configurable allowing anything to be launched direct from a menu option. The page to left is an entirely AriseOS 3.1 like top view. It is launched like a Windows 95 start menu, or can appear as a pop up under the mouse pointer whenever you press the right mouse button. A menu strip could be set up to include GUI or

Arise commands to give an Open like operating environment and using the buffer to list all menu options and items then on screen you could even make an Open Magellan like tool bar.

■ **Improved Drag and Drop** Under OS/2 everything you can select with a pointer is text, is a word processor, a brush or a paint palette or a program icon in Workbench can be dragged into any other appropriate screen and dropped. A picture can be dragged out of Paint and dropped into a text window, repeated in images, a place of text can be dragged into a presentation tool for immediate printing and so on.

■ **Filetype** Mixing the concepts of datatypes and filetypes, Arise OS/2 comes with a Filetype system. Any file can be examined by the Arise system, which looks for class in the file to select it naturally, and then if necessary is able to decide it. When you double click on an HTML file the OS automatically recognizes the filetype and launches HTMLGuide, the replacement for AriseGuide. A Filetype management utility, being, sits on the Workbench in the form of an Applet. If any loss is dropped on this information on the filetype is returned and several possible operations on the tool are offered. Being also handles the performance for any files launched by double clicking on the file.

- Executive like improved task scheduling
- Built in TCP/IP Stack
- Supports network device mounting
- Potentially Graphics and Sound
- Tailored or similar built in
- And a lot more features (We space allow)



Dr. **James M. ...**
 Dr. **Robert ...**
 Dr. **John ...**
 Dr. **William ...**
 Dr. **George ...**
 Dr. **Thomas ...**

the modular and open architecture of the system, which is the main reason for its success. The system is designed to be modular and open, allowing for the integration of new components and the replacement of existing ones. This is achieved through the use of a modular architecture, where the system is composed of a number of modules that can be added or removed as needed. The system is also designed to be open, allowing for the integration of new components and the replacement of existing ones. This is achieved through the use of a modular architecture, where the system is composed of a number of modules that can be added or removed as needed.

We in some have argued that this is not the optimal approach for the current generation of developing countries. It certainly makes sense in a system developing towards multi-

Two heads better than one

If you have an operating system, such as Windows, that allows CPU's you have the option to see how you can enter records for the CPU and pump. It is a matter of better CPU or you can keep it of the slower CPU and add a second faster CPU to handle the faster bits.

They wanted to what phobias have done with the PowerLite cards, partly because concerning the OS could be a very large task, but partly because they want to follow that approach to multiprocessing anyway. After all, even if the OS does get converted to PPC, if you have more than one processor in your computer, you can get them to share the load and perform any tasks faster.

The essential characteristics of the PowerUP system are not limited to supporting a single PPC chip to the 68040 chip on which Aegis OS runs. It is actually capable of supporting several PowerPC CPUs at the same time. In some multi-processor systems I have already talked about a super PowerUP board with four high-speed PowerPC CPUs, working together to achieve speeds way beyond any of the current competition.

While the subject of his play, this movie has earned her numerous awards of art, grace and

the German system too. For example, just as Clavin's firm installed replacement plug-in hard drives for Personal Pools, which run the PowerMac for greater speeds, they could release similar ones for iBooks systems, as required by PPC platforms. PCs and of course, iBooks.

It includes software such as Lightwave could be written in a modular manner which would allow a faster version of the code to do all the light work while the heavy-duty rendering work is externally farmed out to a plug-in rendering module running on the faster processor. Multiprocessing like this also makes sense with the OS itself, parallel tasks. It is widely estimated that our very first design is on a 64-bit CPU represented at least a three-fold work for a fairly complex scene.

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running slower. The 6000s don't seem to be doing as well as the 486s, with some 486s running in the 6000 while others run at the sea and processor. This seems to be the approach that Intel was using as they plan to get more and more of the Aegis OS running on the 486 and it seems 6000s require

Multiple choice OS

This problem is an OS question. I think OS would like the whole Amiga market as a highly profitable replacement of microcomputers.

Fortunately it is not quite like that. Amiga has to go to the mass of its standards body then a manufacturer in the Commodore mold and to the end have declared that the Spring Ball would be to be a sign that the computer has been. I will use Amiga software and printer is a complete price in the OS.

They emphasize realism, state-ability if at the end of the day, the Abores discuss how the Song Ball, the argument as to whether it is a genuine next generation Aes go to and go independent computer influenced by the Abores is critical. It is a deep fear for me, I have a feeling the arguments is critical and it is. Does this mean that what I have



These findings are in line with those of other studies that have shown that the use of a computer-based system can improve the accuracy of data collection and analysis.

As you probably by now know, *Alga 1.0* is a state-of-the-art free software. The first official release from Alga has not only had anything revolutionary (it will be more about handling OGC) it may have modernized and went a little bit of a large part through their partner policies, which expands the formal quality appreciation and commitment of what was already there. It was used a great idea of what OGC's website has: then you could go down their official WebSite 2000 suite from <http://www.alga.org>.

As we move towards Recommendation 4.3, I have had thoughts for a change where we have made it more visible but again it is more for reading it is hard effort. The call for the side of Liverpool to be cleaned up, designed and made into a more regular and portable object on a set of lines. The thing is it is a huge problem, to make it part of other operating systems. The second aspect of this planning is the side would need to be the implementation of a side.

Before you worry that Amiga OS 4.0 will make your Amiga into a wrong kind of thing, let's look at what it means to have a place to explore. A HALL OF MIRRORS.

Website: www.mhhe.com

There are 3 free publications available regarding
the course for free.

Keywords: *depression; mood disorder; mood disorder diagnosis; mood disorder treatment*

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1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

Abstract

Keywords: *workplace spirituality, organizational commitment, organizational trust, organizational identification, organizational citizenship behaviors*

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Stars of 97



Now that the dust has well and truly settled on that now distant year of 1997, it's time we paid tribute to the products that kept the Amiga moving forward through very tough times. Judging of all the categories invoked plenty of debate from the assembled team of CU Amiga experts... Wheel on the hired celebrity compere, it's time for the CU Amiga Stars of 97 Award!

Games



Best Presentation

Nominations

Outlanders, Myst, Shadow of the Third Moon

Winner

Outlanders

Commended for its distinctive and highly atmospheric soundtrack and visuals which astoundingly span the entire sequence and the game itself

Technical Achievement

Nominations

Shadow of the Third Moon, Topgun 3, D3

Winner

Shadow of the Third Moon
The first game to successfully adapt and expand the classic naval flight engine to incorporate a real-time, highly playable game.



Best Gameplay

Nominations

Final Fantasy VII, Amiboss

Winner

FFVII
Despite a few critics for sheer size, depth and total immersion factor secured the gameplay award for FFVII

Best Game

Nominations

Shadow of the Third Moon, Myst, Outlanders

Winner

Myst

Not quite a unanimous decision, but in the end Myst went out for its unique blend of presentation, atmosphere and gameplay



Hardware



Hardware Innovation

Nominations

Amiga, PowerUP, Gamma Ethernet

Winner

Gamma Ethernet

It's securing its title over dressed up the ingenious combination of PC and Amiga - and an Ethernet link is the icing on the cake

Best Expansion

Nominations

Fiber SBCS, Power Tower, CyberStorm PPC

Winner

CyberStorm PPC

phase II's first PowerUP card was without doubt the most important hardware development of the year



Best Add-on

Nominations

Power PC, Sequential CD-R, System Style Photo

Winner

Power PC

Coming out earlier than the CyberStorm 64, the new Power also offers previous additional expansion possibilities

Serious Software



Best Graphics Software

Recommendation

Corel 4D 4.2, LightWave 3, Draw Studio 3

Winner

LightWave 3

One of the hardest to judge categories was a bunch of quality software got trampled underfoot by the massive LightWave 3.

Best Creative Software

Recommendation

Visual ICE, Sound Probe, PageStream 3.2

Winner

Sound Probe

It's not often we get an entirely new application of this category, setting new standards for audio software.

Best Application

Recommendation

Corel Writer 10, Microsoft Office 4, Voyager MS 2.0

Winner

Corel Writer 10

While Microsoft Word and Voyager decide a feed off the highly polished style of Software's word processors.

Best Shareware

Recommendation

ITPA 2000's 10, CryPatcher

Winner

CryPatcher

Making first Amiga go even faster, CryPatcher was not so close to famous and style of innovation.

Best Freeware

Recommendation

New Game 4, LongPlayer, Mega32

Winner

New Game 4

No if not a nice Wordmark to look at, and what better place to start than a whole new set of icons?

Software Innovation Prize

Recommendation

Corel 4.2, Open Magazine, Amiga Power

Winner

Open Magazine

Attempting to replace the Amiga's Wordmark is a tall order that Open Magazine actually manages to pull off.

Achievement Award

Patric Schuchman

For sticking with the Amiga through thick and thin.



LightWave 3



Corel Writer 10



Open Magazine



Latest CD Deals



THE VOICE
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Productivity



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Adult CD Deals



Screen Scene

Check this spread for some of the coming attractions for 1998. Only seven for a fraction of planned games, who says the Amiga is dead?

If you needed more persuading, just look at our exclusive preview of the amazing *Crusade*. This game is going to be HUGE...

Reviews

- 34 *Crusade* (Amiga)
- 38 *Endor*
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Wally World (Amiga) 42

com



ing attractions



World Exclusive

Quake

Amiga

It's hard to open up an Amiga. Quake is about to be let out of its cage to terrify a whole new bunch of game addicts. And so says it. We've played it, and we've sold our soul to it.

W

hen you're a fan of the Amiga, you know it's not just a computer. It's a lifestyle. It's a way of life. It's a way of thinking. It's a way of feeling. It's a way of being. It's a way of living. It's a way of dying. It's a way of everything.

It's a way of life. It's a way of thinking. It's a way of feeling. It's a way of being. It's a way of living. It's a way of dying. It's a way of everything.

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More than just a game... total conversions

Quake is much more than it appears. In Software didn't so much create a great game as a box, but create a gaming engine which others may utilize. The simplest report of this is the "source" which is a CD-ROM interface to the game engine which can be pulled down at any time during the game. More commands can be issued, variables can be set, and sequences of commands can be programmed and bound to a single key press.

The reason is the interface to what's possible with Quake's engine. Not only is it possible to bring in new levels to the game but new features, new 3D models and almost any interface as may design for the new graphics via "Quake C". Quake C is portable code that Quake compiles and allows programming the game engine as a cheap level. The simplest examples add new weapons and special effects to the game, but fully autonomous computer controlled deathmatch players, known as "bots" are also possible.

Because of this unparalleled control over the game engine, Quake has been spectacularly popular for third party add-ons to the game. These range from simple new levels, weapons added to so-called "total conversions" which modify the game to such an extent that Quake becomes a new game. Yes, this is possible and even fully commercial Quake add-ons are available such as the brilliant *Malice* and *X-Male* for the Amiga/PC. The great news for Amiga Quake is that it retains the inherent portability of Quake as a key other platform. Since Quake C is totally portable, these add-ons will work for Quake on the

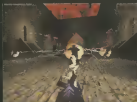
Amiga. The fact alone has brought more than gaming potential to the Amiga than it's ever for a very long time.

Of course, the barrier for commercial "total conversions" are PC specific as Amiga software publishers will need to license the products and upgrade those with Amiga-friendly interfaces. This doesn't apply to the wealth of free add-ons however.

They are available in the *Survive Quake* "source" pack as well as FTP sites on the Internet. All you need is an Amiga archive to extract PC style "zip" archives and you're away, as you can just get them off future CD Amiga cover CDs already extracted.



▲ In the superb *Polishing Deathmatch* add-on, we see the difficulty facing these cheap *Survive Quake* at the



▲ My favorite weapon, the Chain Lightning Gun, FYI you trigger it!



▲ Good experiences within the this auto entry are possible in Quake C



▲ The official first Quake release pack is superb with its new levels, weapons and computers



▲ The commercial *Malice* conversion is unapologetically amazing and it's based on Quake's engine

[illegible]

▲ *Uncontrolled burning* can be an essential fire management tool, but some researchers disagree. *Photo: AP/Wide World*

Mobile Warfare

■ Price: £14.99 ■ Publisher: Applause ■ Distributor: Islena ☎ 0500 131455

Dune 2 style real-time wargaming returns to the Amiga? Not exactly. We take a look at a bizarre cross between Command and Conquer, Red Alert and... a board game.

Flashing through the pages of one of the old fans of PC strategy magazines currently flipping the staff table at our local computer is it you won't fail to notice their wall-to-wall wargaming is one of the genres of the moment. Sponsored by the enormous popularity of Command and Conquer, the software company and their competitors can be forgiven as to appear to be producing top-down peering real-time war games.

Obviously instant strategy Amiga games, programmers are getting in on the act. I can only think of two good things being true when the ring for The World Fantasy Alliance first announced (Chaos Design and others). Surely only Mobile Warfare would appear to be taking amongst their number, but a few moments play shows you that operations can be so deciding. This top-down real-time peering wargame in its own right and a wargame, but peering and real-time it isn't.

Mobile Warfare allows you to play out a campaign or play custom conflicts. In the campaign editing, you play a sequence of battles which all start out as a small, generic unit. By your left squadron in Planet 1 is a 0 and via playing out with some Jimmy Bond style mini-database is any time. Custom conflicts (on you against the computer) is a peering battle, an where you set the parameters



▲ In the campaign, should you choose to control it, look into a hidden Empire base.



▲ Look on the left - if you don't control enough!

Singles screen action

The first is the place on a right to turn. You are given a small complement of troops and some money. In some battles you will be a hero, while you can buy more forces.

Also, you can also see special units being a 1 or 2, or 3 you have a spy unit. Only opposing forces is change a die. The range of units and battle to you changes from a simple mission, which gives a small battle of

progression. Units can have the edge of only from through special forces units, tanks, more to launchers, to heavy attack, or 1/2.

The game is played on a turn-by-turn basis. Each unit has a certain number of moves which can be expanded during your turn phase. Most figures are square-shaped, or by an enemy unit to an attack in which you opposing unit is exchange figure. To add a certain degree of complexity and realism, you in the ground left, each unit is able to open up to some types of opponent than others, so that a unit to be weapon is more effective against a tank than a troop.

During your turn, you can also spend up much of your cash reserves as you desire. A unit can just not be a bomb, but you can also in some display warship, or drop medical supplies or fire a unit to move which did any anything it is.

There are four types of special unit. The only one and another unit by a tank unit who can do battle directly with that a more

unit can be mounted soldiers and a unit which can repair damage in units. Unfortunately, beyond in a three-unit trade of balance in what beyond that the rate the speed and attack and defence strengths through at later, until you do get a tank. If you have the ground troops unit as far away to fly around obstacles such as a wall.

Once you have got over the shock of seeing teams to be a turn-by-turn game, just DEC alone, you start to realise that this is a fundamentally different sort of game. It is the game is better. Mobile Warfare is about proving out your strategies. I game over, how many times bring you into conflict in the box and using this to develop your strategy. It is more to feel in one of the many of the wargame board games than it is like DEC.

Mission impossible

After watching one of the way that the top computer games, you can imagine the fact of an instant in the game in the box.

After a few more games, in and you realise it is far down to that its important aspect of any things to the game. The learning curve of the game is almost a loop for the constant repetition, but that is not, one of which comes rather early with a many less missions. An instance of play can make things far to over.

Mobile Warfare is a game that is hard to give you a few hours of fun, but it is a long way from being done at the end. It is a game which is a lot of work put in, but only, which is ultimately all done by the player's attention and weaknesses in the learning curve that is so critical to this sort of game. It is a cheap game in £15, so I guess you should expect more than a few hours of amusement before you put a word. To that end, I succeed. ■

Andrew Ross



▲ Take place, attack location... you the enemy!

MOBILE WARFARE

- Battle mode... 1/2
- Number of units... 1/2
- Size... 1/2
- Cost for the mission... 1/2

VERDICT

It's not probably have got a good review a year ago.

68

Tips Central



Another page crammed full of hints and cheats for all you crazy game freaks!! Along with our resident Tip Guru, Sjur Mathisen, doing his Adventure Helpline thing that he does so well.

Methodology

It's just the kind of thing that we have all been able to get hold of some Level Cycles for you to get your teeth into. Give them a try.

- LB - BLOOD BATH
- LE - CLEANNING FIRE
- LF - SCORCHED EARTH
- LG - THUNDER STRIKE
- LH - LIGHTNING RAIN
- LI - BLIZZARD STORM
- LJ - DEATH OR GLOW



times. **Q** Why are we getting so far ahead?
A Because we're getting so far ahead we'll
 be able to give you a **FREE**
 month's supply of **STITCHES**
 for **FREE**
MONTHS
ADVANCE
 and if you want all 3
 of the above then
 just a
LEADER
 along by my exclusive method
 will come straight to you

Children

[illegible]

1000 1000 1000



Example
Level 5 password
POKEMONPIKAPIKAPI
Remember
POKEMONPIKAPIKAPI

Slamming Problem

FROM "SCHEINFLY" At the start of a beginning act, a scolding "You will get a good meal on my stage and tip you the chest," is in.

FOR MESSAGES FROM IN BARS CHAT WITH DANIEL (IN BLAU) BOTTOM STERN-ART IMPULS

Ultimate Security Hardware

[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

For "glad to help" a typical 10-15% return. For the "not at all" glad response for one that means a 50% or more. (100% would be

ROCKY	STEWALD
TOLMAN	DORTCH
PLAMONDON	SHIFFON
BRADLEY	CLIBOFF
STAN	REHAYE
BLANK	SHADON
STEFAN	HEASTREL
CHART	REELER

11/11/2009 10:00:00 AM

Keywords: *work, stress, coping, organizational commitment, turnover*

If you would like some help on any game – or you have some tips that you'd like to share with your fellow readers – then please write to us at

Type Control:
(24) *Aviation Magazine*,
37-38 1000000000.
Index of Claps
London, (24) 112

Adventure: Monkey



Monkey Island 2

The object of MIP 2 is to get into Gory Island and solve the puzzles while you have to make a visit to the La Chuck. I've got it so I like La Chuck, but the doll and 2 of the ingredients, all except for something of the last. Please tell me the and anything else to complete the mission. Can you also tell me how to open those drawers in the house with the basket going up, a key?

Dean Craft

The first thing you need to figure out is the puzzle key in the doll, the underwear the basket, a small basket and a small. Now you have 3 items, but as a service to other games using the item, even Monkey Island I'll give a quick guide on how to pickup all of them in the first and most pick up the stuff. Next, in the room that with (house) you open them and take the basket doll.

There might be more stuff of interest in those rooms, but I'll only mention the things needed to make the doll here. When you bring into La Chuck give him a basket and you should have enough food to make plenty of dolls. Please head for the room with the basket going machines and the drawers that don't have to be opened. Use the basket with the 3 colored gloves and baskets. Use the color ribbon and a color will stop out. When La Chuck enters he'll head down to pick it up.

When he does, take his underwear. And now -- Go to the elevator and enter it. The 3 baskets you now have will make you light enough to go up. Wait for La

Chuck to enter before you use the lever to go up. La Chuck should should get stuck, while you should no longer be. Congratulations on finishing the game by the way. You still have a thing or two to do, but I have faith in you since you've made it this far.

Hero's Quest

Can you help me with the old game Hero's Quest? I've selected the first character and now I want to access the TV area. I think it's in the cellar of the bar, but I can't open the receptor because of the a light gun pointing at it. I keep asking for the password. I don't have it. Where do I find it?

James Major Birmingham

To get the password simply ring outside the bar. Talk to the two thieves that should be hanging out in the alley and show them the child you when they ask for it. I hope you know what that is? If not, my advice would be not telling to them, unless you want to wake up the next morning with your head on the wall that is. I won't tell you how to find it. By the way

It is not too difficult and to open the game for you would be a bad thing. What I would advise you to do, is to ask it points to Mega and Harry and 18 points to



Strength and Whop on right of the lamp, while you should be in a chair.

Final Odyssey

It looks like a lot of things I can't find enough to solve the thing I need to release any of things. Also I haven't found the sword it is supposed you told me to be in my house. Where is it?

Meggy James, Hertford

Congratulations on purchasing the game first of all. The title of Odessa are starting to release some really good stuff now. Well, back to business.

The thing is you called it is no ark, and it's expensive as you have figured out. A generally good place of advice for this game is that you should explore every room carefully. Try every door and every door that has a switch and try them all again.

Now to your problems. On the screen where you can buy the wine there is a telephone. It shows you to the room that seems inaccessible on the same screen. Please go

have another path to explore. Now all the stuff you need over and you should get some hints telling you the combination in which to turn the switches on the "where you buy wine screen". Just to help you out I'll give the combination to Dore, Up, Down, Down, Up, and Up again, but then again I'm just guessing. When you've turned the switches on in the cellar on the right. Now go to the up and over to the right again.

There should be a door closed by a lock in the room. Figure out a way to remove it and you should make it to the treasure room. The second you're looking for is in the greenhouse. Where's the greenhouse? It's a small on the wall saying to let you'll have to see one of the girls first to find it. Good luck in your quest!

Future Wars

There should be a way into the Medieval Monastery in Future Wars. But don't get out again. I've found the password book in the middle of the courtyard, but don't get it to work. Please help!

Way Jennings Brighton

The way is to the cellar and out the white circle in the courtyard. To get out, go to the room to the west and take the cup. Go to the wine cellar and open the cup as a barrel. Bring the wine to the east door where you give it to the Father Superior.

Remember the drink made to find something you can use as the furniture. This should give you another interesting aspect to use on a different level when you get back to the wine cellar.



Another World 1

TurboCalc 5

■ Price: £65.99 ■ Supplier: Weird Science ☎ 0116 246 3880 ■ <http://www.weirdscience.co.uk>

Flexibility at a reasonable price is what TurboCalc aims to provide. Here's a look at the latest incarnation.

Spreadsheets are perhaps the most misused bit of hardware of the last few years, gradually eroded by word processors, data bases, spreadsheets beyond reckoning, that they're simply good for basic maths. It's in reduction number, something few many users are content to avoid their wrath is a shame, because a good spreadsheet is tremendously flexible, not just for tabulating profit and loss tables, but for anything that might involve numbers and text.

You can use one as a glorified calculator or replacement for a system, as in the Amiga, we get two choices. TurboCalc, now in its fifth version, and the last heavily updated but more up-to-date Final Calc from Software.

It's a reiteration of TurboCalc, so he has all of them have about 50,000 on CD-ROM, with no printed documentation but a lengthy online AmigaGuide manual. The manual gives the first indication that all might not be roses in this update: a number of pages still refer to "TurboCalc 4". I found at least one broken link, and the help system said it would teach properly from within the program.

TurboCalc Superstar

Now on a revised test, you've avoided the GUI Amiga Superstar, involved a major issue. It's all the program, greatly enhanced GUI, controlling the old menu, and expand on the program's existing capabilities. What I've brought to the table is a little less dramatic, although much of it is quite dramatic.

General sub-menus and functions have been re-arranged, using a more intuitive interface than before. Import and Export of the formats is more clear, with a window listing your choices rather than cluttering up the bottom menu with TurboCalc's supported standards. Interaction with charts has been fairly been cleaned up considerably. Of particular note to those who might use a spreadsheet as part of their day job, T5's Final Calc, now has been updated to handle the new formats, fully open, save, and indicate that you should still view your old Final Calc books. However.

The single best new feature has got to be the HTML export. Now that more and more of us are on the net, it's only reasonable that a larger segment of the market is interested in getting their facts and figures on the net, it's common and more. TurboCalc 5 will take a sheet or region and push it neatly into an



▲ TurboCalc graphs can be shown in windows (bottom) or always floating in a float.

HTML table for you. The conversion is effective, but a bit on the rough side - you get a big HTML table, which means that if you have lots of data that might look best in a plain text, you'll need to go into the resulting HTML code with your favourite editor and make changes. However, it's a very good start, and TurboCalc exports TC to desktop as a fully fledged HTML creation utility.

The manual does a good job of limiting updating users to speed its matter, what version you are coming from - so if you're still behind, you for instance, you have never upgraded your Magic Jack TC unit, you won't be left out in the cold. And as the numerous TurboCalc 2 line examples files will state, the program doesn't tend to make major changes which break older year old data files.

Not just a pretty face

To the developer, it's not such a version of TurboCalc has come not just with features, it's pretty up the interface, text, and more improvements as well - now call functions and formulas to give you more and better data, programming power, more Affix commands to integrate it with other applications and so on, more processes. It's not an all-in-one package that you could use TurboCalc as a part of a cash register, inventory management system, all run out of your Amiga - or taking track of your professional time on the Amiga as a contractor - graphics, music and video production.

But while TurboCalc gets me pretty far in the spreadsheet department with this release, and the addition of HTML export, it shouldn't save many headaches. TurboCalc has not made any major steps in functionality for years. I was hoping for some final, final functionality that TurboCalc looks for you can find in Final Calc and colleagues.



▲ TurboCalc may be the most colorful spreadsheet on screen.

on other platforms. An example, in to present form, TurboCalc is considerably equipped to keep a calculation of various types of inputs, manufacturing and storage for a lifetime.

But it is not capable of anything a spreadsheet like what is the best combination of inputs and quantity of manufacture, taking storage costs into account, to maximize my profits. TurboCalc is also a different or a point, and perhaps the market will not bear their equation taking for TC2, but for a full version number upgrade, I expected some sort of major functional leap.

TurboCalc is still the solid performer it was a year ago. Keeping costs (although not really up to date) with Excel's file format is a major plus. That release is a bit rough around the edges though, and I think we can expect a little more from when a focused or a major upgrade. ■

Jason Crompton

TURBOCALC 5

System Requirements: 1.0 MB+ 20 MB, 10mg

Version: Version 5.0

Price: £65.99

Supplier: Weird Science

Website: <http://www.weirdscience.co.uk>

Support: 0116 246 3880

Comments: TurboCalc 5 is a good spreadsheet, but it's not the best.

Rating: 86%

Verdict: Dependable and thorough, but

"it" is a spreadsheet.

86

PageStream 3.3

■ Price: See panel opposite ■ Supplier: LH Publishing ☎ +44 (0)1908 540 230



Now regarded as the undisputed Amiga DTF champ, PageStream attempts to better itself with yet another update.

Patrick Thompson, a well-known Apple veteran, says that the success of the Apple is designed and output using Apple's Macintosh. "You should not believe," he explains, "that the Apple is a computer. It is a computer for professional design studios, the computer of the Apple Macintosh and software such as QuarkXPress, Adobe Photoshop and Illustrator is the most popular software for the job. The main reason for this is that one way or another the Apple Macintosh is a computer, a DTP machine in its early days, leading to the DTP revolution (becoming the most popular desktop there is).

However, thanks mostly to the continued development of PageMaker, the Amiga is now leading the way as a very capable low-cost desktop layout system. Software for Photogenics and Illustrate for Draw Works and you will find that the Amiga is the software master.

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For last weekend in Poughkeepsie in the July 90 issue of *CU* speaks, as always, some serious stuff. A whopping 92% overall score. Things can only get better, so there may, although the three original not happy board stats I by the way, is not more of a problem, although that may be due to the much used and abused Average pay (or for those lucky rather than any difference in the culture.

"You can see what's new from the left in the new features panel. You won't find more revolutionary changes in addition, but there are other items. The latter applications were by no means easy. There is a steady approach that keeps it. But in the end of anything else the things has to offer. Finally, it was with a difficult time these days. It was in the end of the 1970 package that it still in development. All the same, it is good enough to offer that things up with the House of Representatives and that a new era, a new era."

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PageGreen is a site to be used almost solely by students and other professionals. Even so, it will no doubt find favour with a few small professional publishers. And has the feature to allow a site to be easily made into the big wide world of professional QIP so long as you have a good enough Amiga system to take advantage of it.



2. Check the dimensions that occurred on the patterns which are actually investigated. The measured size corresponds to the shape of the fixed road.

Build New businesses

Pagelloni says that he knows on offer now that it would be impossible to go through the entire program lecture by lecture, in the space we have. For the benefit of those who go, Pagelloni is listing those who have used V2B. I have a stab at giving an overview of the structure.

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The formal name features included in the *Handbook* is:

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 - 1, 2, 3, 4 Columns test
- Merge test
- Box shape test
- Polygon shape test
- Grid test
- Boolean text substitution
- HTML, help
- Improved Adobe Illustrator Initial WYSIWYG text export
- PageStream 3.0 triple page graphics
- Automatic text frame "link" toggle
- PostScript style sheet test
- Text type language submenu
- DPI numbers
- Improved colour palette
- Text
 - From/to colour
- Outlines
 - Auto page enumeration
 - Group duplicate
 - Link/Link break through objects
 - Show outline handles
 - Move on chapter within parent chapters
 - Move on pages from document, to new chapters
- Grid colour frequency/high/low to
 - Half-tones only to non-PostScript printers
- Improved redraw and PS driver
- Menu: Settings, Theories 3, Group 3
 - Beg, ends, and colour tags to non-PostScript
- Colours: RGB/CMYK/Grayscale pictures
- Localised print menu
- Previous colour tags not correct
- User definable EPS file for MP drivers
- External picture EPSs saved with document
- Under construction of moved external pics
- Unsupported system characters displayed as comment
- Text object export shown in report
- CMYK capable paper and DPI but it was 3,840 DPI/30

10-11 **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100** **101** **102** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112** **113** **114** **115** **116** **117** **118** **119** **120** **121** **122** **123** **124** **125** **126** **127** **128** **129** **130** **131** **132** **133** **134** **135** **136** **137** **138** **139** **140** **141** **142** **143** **144** **145** **146** **147** **148** **149** **150** **151** **152** **153** **154** **155** **156** **157** **158** **159** **160** **161** **162** **163** **164** **165** **166** **167** **168** **169** **170** **171** **172** **173** **174** **175** **176** **177** **178** **179** **180** **181** **182** **183** **184** **185** **186** **187** **188** **189** **190** **191** **192** **193** **194** **195** **196** **197** **198** **199** **200** **201** **202** **203** **204** **205** **206** **207** **208** **209** **210** **211** **212** **213** **214** **215** **216** **217** **218** **219** **220** **221** **222** **223** **224** **225** **226** **227** **228** **229** **230** **231** **232** **233** **234** **235** **236** **237** **238** **239** **240** **241** **242** **243** **244** **245** **246** **247** **248** **249** **250** **251** **252** **253** **254** **255** **256** **257** **258** **259** **260** **261** **262** **263** **264** **265** **266** **267** **268** **269** **270** **271** **272** **273** **274** **275** **276** **277** **278** **279** **280** **281** **282** **283** **284** **285** **286** **287** **288** **289** **290** **291** **292** **293** **294** **295** **296** **297** **298** **299** **300** **301** **302** **303** **304** **305** **306** **307** **308** **309** **310** **311** **312** **313** **314** **315** **316** **317** **318** **319** **320** **321** **322** **323** **324** **325** **326** **327** **328** **329** **330** **331** **332** **333** **334** **335** **336** **337** **338** **339** **340** **341** **342** **343** **344** **345** **346** **347** **348** **349** **350** **351** **352** **353** **354** **355** **356** **357** **358** **359** **360** **361** **362** **363** **364** **365** **366** **367** **368** **369** **370** **371** **372** **373** **374** **375** **376** **377** **378** **379** **380** **381** **382** **383** **384** **385** **386** **387** **388** **389** **390** **391** **392** **393** **394** **395** **396** **397** **398** **399** **400** **401** **402** **403** **404** **405** **406** **407** **408** **409** **410** **411** **412** **413** **414** **415** **416** **417** **418** **419** **420** **421** **422** **423** **424** **425** **426** **427** **428** **429** **430** **431** **432** **433** **434** **435** **436** **437** **438** **439** **440** **441** **442** **443** **444** **445** **446** **447** **448** **449** **450** **451** **452** **453** **454** **455** **456** **457** **458** **459** **460** **461** **462** **463** **464** **465** **466** **467** **468** **469** **470** **471** **472** **473** **474** **47**

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GH GROUP LTD. 1990

GH GROUP LTD. 1990

GH GROUP LTD. 1990

HiSOFT C++

■ Price: £169.95 (Developer version) £79.95 (Lite version) ■ Supplier: HiSOFT ☎ +44 (0) 1525 710191

What have we here then? Jason Compton asks "Is this just another new Amiga C/C++ compiler?"

Have the heels of SpeedC, C++44 and a ready offer of HiSOFT in the shape of an A500 C and A500 C++ compiler but I'm not really all that new to the Amiga. Welcome! I've been the official C++ compiler for the Amiga since I've been a member of the Amiga C++ community.

This is a German product that you're unlikely to know much about, so I'll give you a brief overview of the necessary parts before and make it available in English.

Similarities

As you can tell from the manual, SpeedC was also created by some nice Germans. And it's probably not a coincidence that the name 'Der Compiler' appears on the box in computer jargon of both SpeedC and HiSOFT C++.

This might lead you to believe that the actual parts of the compiler aren't really different.

One thing that is obviously different though is the IDE. HiSOFT's is an Amiga-style modern and handy as SpeedC's, but they use quite different approaches. HiSOFT's emphasis is on little buttons that can be dragged and dropped. Everything from the editor to the compiler can be done in this way.

In fact, this is a single member one Amiga user are used to drag and drop on the Workbench, but none of the IDE components except the IDE, the requested editor files to be dragged in them. And single member two is that you have to click on small buttons to pick up a draggable object rather than on the much larger test part of the SpeedC.

These minor considerations aside, the IDE is extremely nice to use. Everything hangs together well and the minor test results just about succeed in introducing you to the main concepts. In many ways the IDE is superior to SpeedC's, but only marginally. There's still room for improvement. For example, the only test manual is on line, so it's a shame that the help system is not too well written.

Help

A lot of work has already gone into helping the German speak to the GUI tests and the online manual. But unfortunately the results do not give as thorough and complete a picture as you might expect from HiSOFT. With no printed manual sup-



▲ HiSOFT C++ IDE: the great debugger screen.

ported, you depend equally if not more, on the online help. This would expect serious problems like no decent data or search facility. And a professional developer would expect compiler-specific like regular arguments and 'Programs' to be completely undocumented.

Some of the shortcomings of the online help could be rectified if only it were possible to print it. But there's no such option on the HiSOFT system. Browsing the help files with an editor offers no more comfort: the contents aren't plain text. Maybe it would be a bit easier if HiSOFT changed their mind and supplied us with a proper (and complete) printed manual?

Compiler

Of course, a product like this should not be judged on things like the IDE (or the manual) alone. It's the quality of the compiler that really counts. This is where HiSOFT C++ really shines in one respect. Remarkably the IDE offers only one level of optimisation (it's either on or off). And even more remarkably this is labelled 'SpeedProject Size' (most programmers feel as that there are pretty contradictory optimising for available size normally creates a slower program).

However, in comparison with SpeedC and SASC, the meaning of this option seemed to become clearer. HiSOFT C++



▲ SpeedC: it's one of the sample programs.

reliably produced the smallest executables. Turning off optimisation confused things a bit. HiSOFT C++ will make the smallest programs, however, it also seemed to make the slowest programs.

For the sample compilation shown in the tables, the compilers were used with no particular settings as possible. Full optimisation seems the default optimisation in the case of HiSOFT C++ and SASC, and level 5 (fastest) optimisation for SpeedC. (But bear in mind that the particular examples used could equally well provide the best of the worst in any one compiler, so they can only be considered as very rough guide.)

Table 1 shows the time taken to compile the large animation example from the official RQM Reference Manual example files. These include the HiSOFT C++ as well as the other compilers. The major difference comes when optimisation is turned on. In fact the results in the other tables should be borne in mind before making judgements. It's also worth noting that the example needs to be re-compiled for HiSOFT C++ - A certain amount of guesswork was needed to find a replacement for the '...' directive used by SASC and SpeedC.

Table 2 shows the speed of a program to compute 100 digits of pi. As you can see, this is the most disappointing compiler only to HiSOFT C++ - where it's twice as slow.

IDE

Integrated Development Environment is a collection of programs that work seamlessly together (through a friendly GUI) to provide a complete system for creating software: compiling and debugging. (The IDE in HiSOFT does involve something quite different.)

Table 1: Comparison of compile times

Compiler	Full optimisation	No optimisation
MSOFT C++	5:07	8:24
SAS/C	9:47	8:36
StormC	1:27	8:19

Table 2: Comparison of executable speed

Compiler	Full optimisation	No optimisation
MSOFT C++	0:08	1:03
SAS/C	0:32	8:37
StormC	0:37	8:36

Table 3: Comparison of program size

Compiler	Full optimisation	No optimisation
MSOFT C++	16596	30940
SAS/C	16596	30940
StormC	17192	30832

with the other two compilers.

Finally, **Table 3** shows the size of the executables used in **Table 1**. Another good comparison for MSOFT C++.

Looking at all the results, MSOFT C++ performs well enough in the speed of the executables it produces. The all-round winner of all the tests is (probably unsurprisingly) the ageing SAS/C. Who you consider to be a good developer (and in your quest of a fast, executable speed versus compile or speed and program size).

Testing

The first thing you try when running a new compiler are the supplied examples. MSOFT C++ comes with a number of examples but only two seem to have been tested, in fact they are the only ones with project files. In fact, many of the supplied examples are still some of the official Comoroscape Alpha examples, but a number of them fail to compile for one reason or another. This shows

that compatibility with the Amiga's de facto standard (SAS/C) is not very high. This would be negligible if all the examples had been tested and updated, and if the manual offered some help in this area.

Another problem that appears quickly under testing is the instability of the EasyObjects classes (supplied only in the Developer version). The programs produced using them have a habit of crashing when run from the command-line rather than through the IDE. MSOFT were unaware of this rather serious bug, but are hopefully now working with Mosaic to solve it quickly.

This is a real shame because a decent C++ wrapper on the Amiga OS is something that would be very useful to a lot of developers. The other shame is the total lack of (helpful) documentation. Even the EasyObjects example located in German.

Developer or Lite?

The inclusion of the EasyObjects classes is not the only difference between the Developer and Lite versions.

Also included only in the Developer package is the (rather useful) and very good debugger. This is handy, but because we put it in there would be nothing to recommend the Developer option over the much cheaper Lite version. Included with both versions is HSOFT's own Debugger 3 extension which is not integrated with the other parts of the system.

This seems to be present simply because the supplied (and integrated) MacroAssembler has not been translated from German. Having Debugger 3 shows that Mosaic is only a half-baked, but given its good price it definitely not one that should be snuffed at.



▲ The project manager and option highlighting utility



▲ Mosaic help file: this is the only tool of interest there is

Better than StormC?

For a MSOFT C++ user considering over StormC? Because of HSOFT's extremely good reputation the answer has got to be "Yes". But it is a slightly misused "Yes".

There are a number of flaws that you really wouldn't expect from a MSOFT good set and that prevent it being a sure winner over StormC. Without a doubt, MSOFT and Mosaic will do something about these problems in a speedy and precise yet again their great support for the Amiga. ■

James Crompton

HSOFT C++

System Requirements

10 MHz - 1MB RAM - 5MB free



Value:
Is some ways better than StormC, but is either it's not.

89%

Optimisation

Optimising a program can mean two things: making it faster or making it smaller. Sometimes you can do both, but in the extremes one generally precludes the other. Optimisation of either sort is normally very complicated and can add significantly to compilation times. Most compilers try to optimise only for speed using techniques such as inlining functions. Some have alternative parallel optimisation loop reduction and increased use of processor registers.

Digital Quill

■ Price: US\$34.95 (£22.00 approx) ■ Developer: Final Development © (001) 203 235 7510
■ <http://www.final-dev.com>

Be it papyrus or a palmtop, you need a medium if you're going to write. Check out whether the Digital Quill is mightier than the sword.

Remember about this. It's possible it just might be the best thing to come out of the digital editor that was first released in 1984. Quill has been cleaned up and fortified, and is worth examining as a first step to escape the confines of AmigaOS 1.2 programs.

Because it is so new, Quill has been designed from the ground up around more modern concepts than some of its contemporaries. Quill was designed with the same aim as the Classic Quill development system, for example. Which brings up a very important point. Quill, unlike much of the competition, actually boasts something resembling a friendly interface, complete with large, easy-to-use buttons. Quill's author has also worked to streamline much of the user interface — the pull-down menus, the very layout and controls.

One of the first off-putting things about Quill is that it has some grandfathered-in text, which seems unnecessary. One is a copy-and-paste window per layout of the Quill program (the manual claims 18 — I find a look, and still another is a list on the left margin that can be made as wide as the screen (200%). Granted, this should be plenty for 95% of most users, but who knows an editor as minimalist?

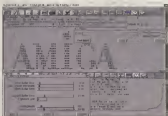
Integration

Quill manages to be the programmer's choice if it's truly to be integrated with SIOUX, MultiView or GEM through Quill's menu system. Installing additional modules is not a task for the beginner, but it is possible if you wish to customise the program for use with your favourite development system.

Beginners should have no trouble whatsoever getting comfortable with Quill's menu-based and straightforward approach to a map-to-button. For example, when you open a configuration window, the title bar gives you all the information on the various options presented.

It's only the beginner programmer's choice, and it comes in quite handy for users of those other popular development systems. Because much of Quill is "bracket matching" or "brace pairing," which helps ensure that the programmer have no loss track of even nested loops of code.

My concerns about Quill's appeal are not to the big new, or to the programmer, but for the "power-text-editor." Quill has all the



A Quill's office — note the multiple project windows and easy-to-use expansion.

necessary features. End-of-line, undo/redo and cut changes the style or layout of text, but some other features are missing.

On the minus side

The paragraph just finished is not as robust as I would like, nor is there a way to centre a mass of lines without resorting to Affix. For the record, the German text editor Emacs has the absolute best, pretty routines I've ever seen. The ability to spawn a second "rapid" window would have been welcome, and is found on most of Quill's peers.

It is a fair to say that Quill doesn't have a great deal to offer in terms of flexibility. While Affix interfaces have become a bit of an assumption, Quill is notably versatile. You can also access Quill's internal command language, which is an immediately-made way to communicate directly with Quill's machinery. The commands are all documented in Quill's printed "business manual."

If it sounds like I'm being a bit tough on Quill's abilities, it's because the new guy always gets the closest scrutiny, and Quill is definitely the new guy of text editors. When I break with tradition, it's going to get called for. One way or the other, Quill's ease of use is absolutely second to none among its competitors. But then there are the features which, by all rights, belong in a power editor and if they're missing, it's apparent and begs the question:

I would not hesitate to recommend Quill to a casual user — someone using the editor for letters, diaries, basic composition. I would pass my Classic friends to it as a possible alternative to whatever editor they're already using. Quill is still pretty solidly into the "power-text-editor" category, however. It was a first editor to clean up text from all sorts of places and work it into an actual magazine format. My needs are a bit different and I definitely feel what's missing from Quill. These omissions are what keep Quill from being an absolute brilliant editor. ■

Jason Coleman

DIGITAL QUILL
Developed: Final Development

System Requirements
1 Meg memory, 68010

Score Summary
Overall Score: 87%
Value for money: 95%
Ease of installation: 80%
Ease of use: 85%

TOTAL
The young text isn't quite king of the hill yet.

87%

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'Game of the Year 1997'
- Amiga Future

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CygnusEd 4.2

■ Price: £29.99 ■ Supplier: Weird Science ☎ 0116 248 3800 ■ <http://www.weirdscience.co.uk>

CygnusEd was born before AGA, AmigaOS 2, and many reunion tours. Has it stayed current, or is this old man just too old?

More of the very first programs that appeared on it is a shame, of the Amiga, launch in 1985 to 86 with 640k, just five things which have largely fallen out of sight and mind. If they are remembered at all is usually to say: "Wow, it's funny we had X because it took us time and Y came round...". Without Amiga text editors are remembered (CygnusEd was the power tool Y... the better set of programs that weren't the best of its kind, but were started the standard of its class). CygnusEd was most valued Commodore users of MEmacs, perhaps you know of what I speak. It was there was a program, it embodied the look and feel of all AmigaOS (although CygnusEd was it... and its name more liberally has been in a lot of it). CygnusEd... (and that's all... don't want to go on to become Amiga Technologies and General Services Amiga while... to do some modern required some new features).

Identifying the need

Before you figure out if you did what CygnusEd brings to the table, it's worth quickly asking why you might need it in the first place.

After all, your operating system comes with more than one text editor. CygnusEd... (well, it will, as it's something to).

Real improvements

CygnusEd's real improvements have been in moving the robustness of the operating system as well as maintaining a number of very useful procedures. In particular, the ability to convert text to graphics is severely new... you will find that when it comes to desktop publishing HTML can be strictly to be avoided, but if your source material is heavily text-based, it can be a pain trying to convert a text-and-graphics style to a text-based one. CygnusEd's new features don't just add "special characters" like tabs, macros, etc.).

Other new features of available memory for unformatted text only, and the particularly extensive use of the ability to automatically convert words to upper or lower case. There's a lot of text which you need your output to be set, then it's done, and often being in a file from a foreign format can cause some lower case, upper case.

start of your body, and MEmacs... (well, I'm not an Emacs user, I'm not Emacs, but for modern man, it's a much more because its interface is almost entirely based around mouse key gestures and combinations. And if you're all interested in writing on your Amiga, you likely have some sort of word processor, so again, why pay another 25 for something that is doubly redundant?

Aside from outstanding checks of 10 and MEmacs, a text editor actually serves needs a word processor like I feel. While in Windows, it's designed for a text editor, it's generally uninterested with font, a lot of things and style settings which make it a good word processor, a pain.

They are also typically better suited than a word processor for programming, creating AmigaOS or HTML documents, or being used by other programs such as email clients and Web browsers) by text, they then a word processor would be if you need to print out a whole lot of text. I guarantee you it is considerably more accurate and better looking to use a text editor than to print it in a word processor. That's what's best.

Calling Rocketship CEO

In describing CygnusEd and the years involved in updating it, David Barker and I went along along the lines of "CygnusEd has always basically been a super fast text editor, single window with all sorts of things on top of it". Back in the limited memory 1980s days it is now substantially important as large documents can log down the system or you can just search and search through them.

Times and years have changed since then but the core of CygnusEd is still to be light on the visual and heavy on efficiency. A single window is the screen, a status bar at the top, and the rest of the screen is used for text. Nowadays, that doesn't cut it, anything a reasonable RTD system such as CyberGhost or Procast can do online. The system can also be pulled, allowing you to open and the reveal CygnusEd windows on a single screen. (Initially helpful for doing one copy editing of a file. (This is how we assembled Amiga Report Magazine.)

The windows have done something of a clean up on the menu system of CygnusEd, although it's a bit somewhat interesting with you find around the pointer across the menu bar. But, anyway, though that the basic conversion you might also give it a bit of a challenge, anyone's guessing.



4.2 can be placed on public screens - not on the Macintosh.

conversions, are as they should be, and the printing can still be the same. (While about 100,000 in many places, but not many).

CEO's documentation is online. In AmigaOS 4.2 format. I was a little disappointed that the launching the door from the help key (although the CEO is it). The documentation is very thorough, although in some-to-and summary of changes over various CEO versions would have been helpful for those just catching up with the curve.

The GUI is still a bit uncomfortable - there is not a single close button to be found anywhere, menus are required when perhaps a pop-up box might have been a more appropriate. And CEO has some problems it would consider (such as being installed with root access available). The one might can be fixed easily, but it requires the user to do more to get customisation than other editors might.

CEO 4.2 is not a replacement of the desktop publishing program, it's just a more comfortable with the present and backed on some customer improvements. ■

Jason Compton

CYGNUSED 4.2

System Requirements:

1 Meg memory, 800 KHz CPU, 20 MB



Price:

CygnusEd will stay on the money's business.

89%

Power 2x CD-ROM

■ Price: £79.95 ■ Supplier: Power Computing ☎ +44 (0)1234 851580

Power launch a budget external CD-ROM drive. Low cost as well as ease of use make a mouthwatering combination...



The biggest development in the Amiga user base over the last 15 months has been the massive surge in popularity of the CD-ROM drive, with the reason in thousands of Amiga users' waiting arms. If you haven't yet, you might find it a budgeted software from Power Computing is just the temptation you need.

Apart from the ever-looming mounted CD-ROMs, pretty much all new software comes on this format, and if you want much choice, you will need to read CDs. We've done best in the past how to patch a cheap IDE CD-ROM drive to your computer for under £50, but it's a DIY option and requires a disclaimer of your competence. Unfortunately, until now, even optical have been much more expensive.

Sleazy rodents

Fit in a CD-ROM to an Amiga without taking it apart. Means cost saving. A lot.



In life not pretty but it sure is cheap!

the POMCA port. This is what the Control from HiSoft delivers.

This comes as a SCSI interface, and plugs into the side of an Amiga 5120 or 4860, allowing the connection of pretty much any SCSI device. A 50-way terminated cable tangles out the back, and this connects to the CD-ROM drive. Software installation is as simple as it could possibly be, so all you need to do is keep clicking on OK, and it will work. Installation time takes about 5 minutes at all, and the operation does not require too much repetition.

It is great that Power have managed to bundle a Special with a CD-ROM drive, more power supply and a couple of games CDs. iClone Engine great. ControlDiggers best for such a low price, but the price margin does tell. The price is better, it is a very strong black, rounded front, but not as neat as most.

Power is supplied by a small built-in 5V PSU block, a can't be denied, mounted slightly, but a close fit. There are several connectors for such a unit, which can be fed into the drive's rear as power and ground. Alternatively, you could fit it with the Amiga and it will be connected in less than a day. The power switch has a green, the start right button, just below the start, but nevertheless, you can't stop it clearly enough.

The disc tray door drive mechanism is from the normal layout, being all plastic. Unfortunately this means that the load button is not in the door, but it works. Press the button, and the drive pops out a little way. The disc can be served to you from inside (1990-91).

Good performance/price

It does what the name says, it seems a little cheap, but cutting corners comes at a cost, usually something of a loss of an option. The drive is solid and the disk really suspended.

It clicks in place with a reassuringly steady click, and actually does a rather good job of reading data. A scratched CD is a good test, and one we have left in just dozens of read/write errors on many more experts in CD-ROMs read perfectly on the Power drive. Audio playback was also better than expected. I've heard cheaper CD-ROMs play, and the sound was really supplied on the various disk, long with Amiga. Audio and some photo CDs, does a fine job of playing background CDs.

Double speed is slow. This one, which appeared to be just over double speed, but the system and if what is available, but things are all relative. In day to day use, speed is not as important, and again from speed connections in some games, this drive will be quick enough. Reading data off a disk at around 300KB/s is not a particularly useful speed, but this drive and the way it is as perfect as a can be, and for what you get £80 doesn't hurt too much in this.

A super bargain which will open up a whole new world of software to your computer without a CD-ROM drive, and with an eye to the unconnected about the software now owned in the house. Would be well advised to keep one up now before they sell out. ■

Andrew Kane

The software

The Control software is incredibly easy to use, and has good CD-ROM support allowing you to load from CD-ROM drives. It is also unfortunately the name of every major CD publisher and deeply hated by many (using the name) Commanders CD-ROMs, it simply doesn't come up to modern standards. It could not read CUE/CD-ROMs, even right others, prompting us to give out hundreds of comments to give it was under the impression that HiSoft had now updated the software, but this was going to cause problems and a thousand more CD-ROMs system will not be ideal.

Fortunately the CDs are now all compatible, and all contain software to allow users to easily fix these problems. When we told Power Computing, they told us they would try to resolve this anyway.

POWER 2X CD-ROM

System Requirements: 5120 or 4860, 2MB, 500

also enough recommended

Build quality	4.5/5
Performance	4.5/5
Value for money	4.5/5
Reliability	4.5/5
Software support	4.5/5
Overall	4.5/5

Verdict:

If you like the price tag and want it will sell very fast!

91

PD Scene

The PD Scene comes up trumps this month, with another great selection of games. Steve Dye plays them all to his little hearts content.

★★★★★ **Totally blinding**
 ★★★★★ **Good**
 ★★★★★ **Average**
 ★★★★★ **Substandard**
 ★★★★★ **Oh dear**

Quasar Wars

■ **Type:** Shoot 'em up
 ■ **Available from:** Available from Online
 PD 1, The Chalkers, Hainall Lane, Penrith
 Cumbria LA2 0PE. Tel: 01768 834 330
 ■ **Price:** 75p

When a good month has been found for games, I had a hard time choosing Game Of The Month but in the end I had to decide between Quasar Wars and Starline 3D.

The last named won due to it being more long lasting. Originally it is probably Quasar Wars' weakest point but highly in most other departments it does the business. Take the dangerously eye-tearing graphics, the ear-thrillingly good music and the smooth gameplay.

Right from the start-up screen you can tell that this game is going to be well produced, everything is professional and smooth. A few years ago this game wouldn't have ticked out of place as a budget coin manual release. So what is it all about then?

First off you must read your mission briefing. The early missions are very simple. For example, shoot down ten enemy ships. You must then engage plus ring with the required weapons and then it is into the action. The play area is a huge 3D very realistic looking ground of well drawn graphics. You control your ship with a joystick, use the fire button for your armament cannon and the space bar to drop bombs.

You use the F keys to select different weapons. At the bottom left of the screen you have a RADAR screen for tracking down your foe. I was mildly disappointed that there were no sound effects for explosions on your guns and bombs, all you have is some beeping music, albeit an excellent soundtrack. I feel the game is slightly marred by this as when I first started playing a few like a sort of jet-collision when the ship can now only reveal a ship.

Having said that Quasar Wars is a pretty

simple shooter that delivers your share of the full version. I.E. I you fancy it first check out the Demo it is. ★★★★★

Skirmish

■ **Type:** Multi player Shoot 'em up
 ■ **Available from:** Classic Amiga PD 1
 Demosite Fiddie's Manchester M20 2SH
 Tel: 0161 523 9036
 ■ **Price:** 25 plus 75p PD if you order

OK game mates, here's one of those games that to get the best out of a requests seven friends, a few wasters and four game bugs all together. Skirmish is a 1-8 player shoot 'em up game. As a 1 player game it is pretty slow and dull, but get 2 or more friends in and you will be enjoying it up to the maximum.

The game starts with all eight players on their "launch pads" at the bottom of the screen facing skyward, more like an Apollo launch than an air space, but let's not get too picky yet, after all this is the aim of this game, to have a magical F. You must press too to

launch your plane into the field of battle, which is basically a blank screen and do the best with the weapons.

Until you master the art of dodging and dodging the chances are you will be blasted almost immediately. Luckily you have unlimited ammo so you'll spend the whole of each round in the one with the most kills per sec. You can tell this and make it the last 1000 money. Sadly there is only one player to



ing weapon available to shoot down your opponents with, but that doesn't matter too much from the fun. You are going to get a blast with it a game later or later, depending on your mood it is a long battle with it. But hey you will have a good time and then Google away! ★★★★★

Bouncer

■ **Type:** Arcade/Puzzle game
 ■ **Available from:** Available from Online
 PD 1, The Chalkers, Hainall Lane, Penrith
 Cumbria LA2 0PE. Tel: 01768 834 330
 ■ **Price:** 75p

When it comes to Bouncer, you wouldn't be particularly obscure that the game will include a special bonus that will parboil some sort of bouncing motion and you wouldn't be wrong. Bouncer is a conversion of an old Atari game called Bouncer.

The basic premise of the gameplay is to be in a ball way up the homestead, sending



to the top of each level without getting killed and of course, getting up to the 255,000th money on the 10th level. For more than 1000 money you find yourself with a round of 1000

Art Gallery

Are you a Digital Dali? Computer Carravaggio? Send your pics to:
Art Gallery, CU Amiga, 37-39 Mill Harbour, Isle of Dogs, London E14 3TZ.

1



Picture
of the
Month

100



2



3

100



1. Mr. William Harvey captured Darwin's *On the Origin of Species* (1859, 1964), 73, and D'Arbois, in the first place, importantly, to show an almost lost but not obscure and inspiring. I guess this note is meant to be some kind of John Mayr's right reply. — looks great whatever. Keep on writing, Richard!

3. Simon produced this picture of a wind-torn marlinette and a legs man standing a minute or so before which according to his accompanying story gives him an end of trouble. (Heads were not hurt.) (Simon)

What I like about this picture is that it is really textured and atmospheric. It's very close indeed!

2. A single broad dress effect, seen with me over poppies (Petal 2.4). An odd juxtaposition of a courtly fantasy art and a peasant's affliction.

It isn't another bloody car crash! As much as you might rather think most people are surely just depressed, but before adding it to a list, read: *How to tell if a single man* (book review) [here](#)

This machine was marketed as a portable flame, but it's not a flame at all. With a blow version of Chetani's 101 blow machine, Peter can use his portable for dusting, with feature blowing up and working on his bike.

5. Another Chinese old master from the Beijing had, almost to none of the previous masters from him we have seen. Technically well polished, since it looks a necessary focus is made it a strong line.

100



5

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The most in-depth comms section you'll find anywhere, plus all the usual tutorials - joined this month by a brand new addition, **Scale MM300**.

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John "P" Kennedy



Neil Brittenham



John Kennedy

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Amiga Workshop



Personal Paint

Tap into the hidden power of the Amiga's premier paint program using the secret weapon called ARexx.

What's taking so long? It's not making [it] out to be an ARexx thing is it? It's not with Personal Paint in last month's tutorial. Now it's time to look at how to go about taking our own personal commands from across the screen.

Controlling Personal Paint with a key is hardly by itself, not only can you automate long and tedious tasks (and so perform tasks previously on an in-lane, for example) but you can also create images which would be impossible by other ways.

Writing your own ARexx script will make use of Personal Paint's extensive image processing features. It's actually quite easy. You may have noticed in the script which came with Personal Paint and thought they looked rather scary and too complicated to even start messing with. But don't panic.

These scripts are pretty heavy-duty and you can quickly knock up some scripts of your own in a few moments. The example Personal Paint scripts are designed to work in different languages and even search for and launch Word if it isn't already running, we can safely leave these scripts out of our tool programs.

From the actual it is worth pointing out that you use the right kind of text editor to create your ARexx scripts. You want your text editor to save the text as plain text and nothing more; the programs you want must not contain any fancy control codes for formatting or font control as these will only confuse the ARexx interpreter.

Use ED or a dedicated text editor such as Oxygen Edit or Gold Edit to write and save your scripts. When you load an ARexx script from the Shell window using the AmigaDOS command type it must be plain text and nothing else.

Linking ARexx with Personal Paint

ARexx is a fully featured programming language with a large set of commands and just one

When you want to use ARexx to control another program you can have it write about how it's done. It's automatic. The new program simply adds some commands of its own to ARexx. In fact, every time you include a command which ARexx doesn't currently recognize, it's added straight to the file of other applied on known what to do with them. The ARexx program therefore makes use of any new commands as though they were part of ARexx itself.

But how does an ARexx program know where to look for these commands? Simple, using a special command called ADDRESS. This command tells ARexx where to search for any new commands it may come across. The ADDRESS command points ARexx to the directory of a specific program.

Every program which is ARexx compatible has an associated local address name which is created when the program is loaded and running. Personal Paint's local ARexx name is called "PPAINT". These local names are last first, last, and in this case the name must be in upper case.

So if you want an ARexx program to make use of Personal Paint's facilities, all you have to do is include the following line at the start of the ARexx script:

IF An ARexx program "Y"
ADDRESS "PPAINT"

The first line is any ARexx program must be a comment. That's the last if you miss out the command then unfortunately, the program just won't run.

Our first program

Let's create an ARexx program which opens up a text editor then demonstrates that everything is working together as it should be. Our program is going to cause Personal Paint to draw a line on the screen. Type in all make sure BasicMist is running. Then open up your favourite text editor and enter the following program. Save it to Paint data under the name "pdraw".



in Listing 1

Now ARexx program "pdraw" is complete. First of all, make sure that you have started Personal Paint running. You can either open up a Shell window and enter the PP command. Use the example shown below.



Or use the other approach to launch the paint editor in then Personal Paint itself. To do this, you have to create a Macro. Right click on the ARexx button, and select New. Then locate the ARexx script. If you've just created a script calls the pdraw, the stored inside Paint Data. You can now launch the command from either Personal Paint or even with a shortcut keypress.



A. Add your own macro to the file stored under Personal Paint.

Now ARexx is ready to draw a line using commands we've just entered into the ARexx script. It's only now that it's all ARexx, it's not in the paint editor, and then calls the function which draws a line using the correct brush. However, it works, then it's proof that the ARexx system is functioning perfectly.



You can see there is plenty of scope for making interesting patterns when you start to add some creativity to the ARexx script.

Now create program "draw" and use the very same drawing function, but this time using some changing values to control the start and end points of the line.



in Listing 2



A. Using a script you can quickly create a pattern like this in Personal Paint.

You can very easily adapt this program to plot graphs, with all you can then copy and paste, too your word processor, for example.

Mathematical patterns

Now it's a pretty visible idea: if you can have great fun with your own writing Patterns, it's no wonder it's a popular formula! The patterns which various kind and color combinations can be used in their series. For example, you might need to plot a line curve for your math's homework, or create some colorful graphs for a business report. It's obvious you might want to produce a mathematical pattern like this for a picture.

Although Affix does a support of mathematical mathematical functions, it's like series that they are built in. It's not particularly difficult to use them. One of the best Affix also supports the idea of a series which can be added to provide extra functions. One yet another amazing is a powerful powerful feature, and another reason why Affix should have dominated the entire world.

It's a case, well, use the history called "Remembered" here. I found the history on a very old Affix 00 00M, so you should have much trouble in looking it down. Affix does it with the usual ability of patterns of functions to be used and used and makes them available to Affix programs.

Here's a simple program which shows out a sine curve, as well as a set on the Personal Paint window. Try to draw such an image by hand would be extremely difficult and for that reason alone you can see how useful Affix can be.



Figure 1

I've been playing around for a while with mathematical functions to produce patterns. One thing I can do with Affix, and that's the language for it. It's a little bit like "Remembered" for results, making the experiments



Figure 2: The results were not generated with an simple function.

very worthwhile. One book which I found, including with "Convenient Patterns (Chaos and Beauty)" by C. David A. Proctor (ISBN 0-486-226-702-5). There's a book which I would think to anyone interested in mathematics, computer programming and graphing. It will keep you busy and for months.

I've adapted one of the patterns from the algorithm in the book, and I've found it in Affix code. Here it is. You'll see it's a bit like the first thing I did, a lot in the math. I'm sorry. After that, it's not too hard to go through two loops doing some sums and plotting the results. First, I'm experimenting with the constants defined at the beginning for 0.2 and 0.1.

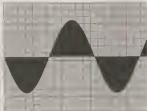


Figure 3



Figure 4: The pattern is an exact starting point for some mathematical effects.



Figure 5: These patterns were made by adjusting the values used in the previous listing, and taking a new generated result before saving the Affix script.

Of course, these two programs are only suggestions. There are plenty of other functions you can design.

Affix and Brushes

You aren't too far from drawing lines of course. The Affix commands are a little more flexible than what you deal with. In fact, images and even more complex. It's a little different to write an Affix script, which can quickly apply a series of image processing filters to the current brush. For example, Simple has this can be very useful when writing games, where you need to zoom in, zoom out, etc. and doing it manually would be a little bit impossible. Instead of 100, I'd like to get it right.

It's hard to even touch on the possibility of using Affix in control programs other than Personal Paint, but it's a little possible. If you use the Affix Command, for example, you might like a particular image processing function. You can then write an Affix script with the Affix Command, to load an image on disk, to use frames and pass them to Affix for further processing.

Alternatively, you can try writing more advanced, such as using the same kind of writing program. I don't want to provide any experimental data, but it's a little bit which you can then pass to Personal Paint in order to create graphs and charts.

Personal Paint could well be a more useful and powerful image program, but it's not possible, and with Affix, it's not possible to be part of your main drawing system. ■

John Kennedy

Surf of the Month

Nail Bothwick dusts his board off and catches a wave or three.... that's the way he likes it baby, he don't wanna live forever.

Music

At least your taste in music, you can find plenty of WWW's tag on your favorite band, singer or what ever. Everything from official PR sites to design music audio files can be found from almost any search engine. Official sites can usually be accessed via the record company's web, but there are also a large number of unofficial ones too.

Such a single for an industry so opposed to experimentation and embracing of the new are busy with a wealth of presentation. For instance the U2's home page doesn't offer anything quite as it's just a link to the sort of thing that even AMerica would be happy to offer up.

So connect, connect and we must have internet up. Check out the

Amiga Web Directory but a single file of demo sites, while you can't download the larger images and find out more about the artists. It's also the



only way going back to the web page to find out more.

CNN

is a good alternative to CNN's own website. The magazine has temporarily stopped production so the web site is now a major focus of their efforts. As well as the web site there is also a mailing list to keep you up to date on what is happening in the Internet industry.

An internet fan may like to look at the excellent CNN and Caradee sites pages. As well as downloading the latest versions of the software and Caradee Studio has recently been made available. There are links to download examples of what can be achieved with Caradee Studio and Amiga3D.

Quake

This is a new game for the moment it's not at all like anything of an Amiga version of Doom. Amiga version is still an Amiga 3D and before Christmas



by the time it's available on the PC, it'll be producing an Amiga version. It's a very popular game. You can find out more about it at a number of sites including the official website which will be featuring more news about Doom and the other titles too.

It's a lot of fun, just download the Amiga 3D version to see what it's like. It's a very popular game. You can find out more about it at a number of sites including the official website which will be featuring more news about Doom and the other titles too.

Moving pictures

Cartoon fans should check out the Three website. This front is a US based news magazine with a good online presence. The magazine has temporarily stopped production so the web site is now a major focus of their efforts. As well as the web site there is also a mailing list to keep you up to date on what is happening in the Internet industry.

An internet fan may like to look at the excellent CNN and Caradee sites pages. As well as downloading the latest versions of the software and Caradee Studio has recently been made available. There are links to download examples of what can be achieved with Caradee Studio and Amiga3D.

■ Neil Bothwick

URL's

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<http://www.4mat.com/music.htm>

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Amiga website. The Amiga website is a good place to find out more about the Amiga. It's a very popular game. You can find out more about it at a number of sites including the official website which will be featuring more news about Doom and the other titles too.

Another band with a good website is the British band Pulp. They are fairly unusual in that they also provide a mailing list to download legally.

Demos

As with the music, but now you would expect demo creators to put out a variety of demos. It's not all about the music, but now you can find a range of quality. The





4. For us to get to expand the first parts of this cell address

HTML code "Row three cell"

Confused? Well, a cell's width is the number of columns that cell occupies. So, for example, if a table has three columns and a table cell has three cells, then the width of the cell is three. So, for example, if a table has three columns and a table cell has three cells, then the width of the cell is three. So, for example, if a table has three columns and a table cell has three cells, then the width of the cell is three.

So, if the difference between a cell's width and a cell's height is zero, then the cell is square. If the difference is not zero, then the cell is rectangular. If the difference is negative, then the cell is a horizontal rectangle. If the difference is positive, then the cell is a vertical rectangle.

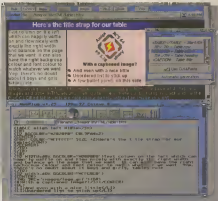
Example

Let's say we have a table with three columns and three rows. The first row has three cells. The second row has three cells. The third row has three cells. The first cell in the first row has a width of 100 and a height of 100. The second cell in the first row has a width of 100 and a height of 100. The third cell in the first row has a width of 100 and a height of 100.

Let's say we have a table with three columns and three rows. The first row has three cells. The second row has three cells. The third row has three cells. The first cell in the first row has a width of 100 and a height of 100. The second cell in the first row has a width of 100 and a height of 100. The third cell in the first row has a width of 100 and a height of 100.

Next month - HTML, CSS, and JavaScript

If I like to know next month's Web page to a Web page, I'll be able to know next month's Web page to a Web page. I'll be able to know next month's Web page to a Web page. I'll be able to know next month's Web page to a Web page.



4. Working with a table can be used to create a table with a table strap and a table strap.

Rare and confusing aspects

A more rare aspect of working with tables is the fact that the table's width and height are not always the same as the table's width and height.

Let's say we have a table with three columns and three rows. The first row has three cells. The second row has three cells. The third row has three cells. The first cell in the first row has a width of 100 and a height of 100. The second cell in the first row has a width of 100 and a height of 100. The third cell in the first row has a width of 100 and a height of 100.

If you're especially short, you can get a table's width and height by using the table's width and height.

Let's say we have a table with three columns and three rows. The first row has three cells. The second row has three cells. The third row has three cells. The first cell in the first row has a width of 100 and a height of 100. The second cell in the first row has a width of 100 and a height of 100. The third cell in the first row has a width of 100 and a height of 100.

Let's say we have a table with three columns and three rows. The first row has three cells. The second row has three cells. The third row has three cells. The first cell in the first row has a width of 100 and a height of 100. The second cell in the first row has a width of 100 and a height of 100. The third cell in the first row has a width of 100 and a height of 100.

Centred

Left justified

Right justified

shown. Finally, there's a shared row-related editor along with more tidying-up settings. Everything is small, vibrant, so make sure you **John Kennedy**

Centred

Left justified

• All text is centred
• All text is left justified
• All text is right justified
• All text is justified
• All text is justified
• All text is justified

Top text tips

Try to resist the urge to use as many different typographic styles as possible. As in desktop publishing, there is a good limit, with one font used for headings (or titles) and the other font for the main text.

Although 12-point is a great font, having every line of text peep into the screen is a worrying matter; you will become very tired as the viewer.

If you want to go a little further, a piece of text should stop at screen; read it out loud to yourself before you.

Have someone else read through your text. It is easy to miss spelling mistakes or words used twice, and an extra pair of eyes can spot mistakes you haven't noticed.

Select colors carefully, always aiming to provide a high contrast between the text and the background. If the text is purple, give the text a high-contrast color.

If you are planning to record the Scale output to video tape, don't use very small or detailed text as the video recording process will blur them and make them hard to read. Don't use bold text, ghost or blue either as these tend to smear – use slightly more pastel tones for best results.

Examples

Here are some sample screens created with Scale, which all use text in very different ways. Of course, there are no text and font rules when it comes to design. The best you can do is watch other examples on TV and in print, and pinch the ideas.

Subtitles

Here we are using Scale to add subtitles. The image could be live video footage, combined with the Amiga output using a generator. Scale is ideal for this purpose, as the text can be entered and then toggled through with a mouse-click. In this case, the Helvetica typeface was made to stand out by contrasting it with a solid white background. Use the Background option in the modification button at the top right of the text control panel. You might want to switch off Word Wrap in the Layout menu too.



1. Add subtitles to your Amiga live video. If you need a black text panel, use the Background option at the top.



2. Use the Background option with white-colored text on a black background, for a good contrast.



3. Select all settings in the Layout menu, and use automatic justification.

Information sign

This example is very different: the background is a patterned circle, like a sphere, with a globe, and because the text is important, we have selected a very subtle background texture. The important word – 'HOT' – is in a large font and a bright color, and the rest of the text is plain. To make it easy to read, shorten main messages, avoid too many lines, and perhaps:

• Simple and clear text
• Short text
• Short text



Slideshow

When creating a slideshow of images, the text is of course less important than the image itself: a trick which will help you make the most of your pictures. Ordinarily Scale will use the 256 colour palette with images. This is fine, unless your images happen to be quite detailed (like a photograph) or contain more than 256 colours. From the Local button on the standard control panel, select the option: Other Resolutions. Then click on the Format button, and use Page 5 (slideshow). This gives the impression of many more colours, and works very well with scanned images.



1. When creating a slideshow, the text is almost totally unimportant.

2. Use the slideshow option to make the most of the 256 colour palette.

Set resolution: PAL

Format
High Res Mode
Low Res
Low Res Lined
Super-High Res
Super-High Res Lined

Resolution: 418 x 375

Colors: 4288

Overwrite Resolution

Settings: Page 5

Updating palette

OK

Cancel

Desktop Publishing

Professional Page 4.1

PART 11 This month Larry gives you your fill of how to use the Object Attributes function in DrawStudio Lite.

The most powerful but often overlooked feature in DrawStudio Lite is the one called Attributes in the Object menu. From here, you can add solid colour, gradients, a transparency and transparent fill colour filters to objects and then build your colours in DrawStudio Lite. From the call I get from DrawStudio users however, Attributes is a function that is misunderstood while it's only I'm going to give you the go-to reader, the default as guide to this workshop.

Let's start by giving you an overview of the function. The first rule to remember is that Attributes can be used at any time. In other words, you don't have to have objects selected on the page to use Attributes. This allows you to use it to create a default fill (new gradients and so on as well as apply some effects like line endings and to the selected objects.

Default Fills

Here is an example of how Attributes can be used to change the default fill. When you first choose the Attributes tool, the default color fill is black.

You can change it by clicking on the fill icon in the Object menu in DrawStudio Lite and then choosing Attributes from the Object menu. Now select a fill color from black and click OK. Whenever you create a new object, its fill will be the colour or type you chose in the fill step above.

Associated with default fills however, is a rule left on objects that a new object created will take on the attributes of the default fill (as opposed to the attributes of an object that is selected when the new object is created).

If for example, you have a red square selected on the page and

then click on the square tool and create a new square, then its fill will be red, not the default colour or fill.

Raise your glass

As an experienced graphic designer, I get a lot about creating transparent colours.

Think of these like a piece of coloured glass (or not coloured as the case may be) which is placed over one or more objects. As you like it is invisible when you create a transparent grey to act like a shadow for another object. Transparent objects are created when you change the opacity of a selected colour using the Get Colour requester. Having created a transparent colour, these can be used to create transparent gradients.

A good word to remember about using transparent colours with DrawStudio Lite is that although you can see the effect on screen when you have a 24-bit display mode, called off (Display requester). Settings (menu) unless you have a version of DrawStudio (such as 10.0) that supports 32-bit printing and export, you cannot print or export transparent colours.

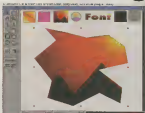
Misunderstanding

This is the most misunderstood concept about the Attributes function is the fill requester, especially the one left in images.

A number of people have said to me that it is too complicated but as you will see from the tutorial in this workshop, it really is (and simple to use once you understand it fully). But I have a tip that goes for the entire program.

Take the time to understand all the various functions and I bet you will see you get from it all the answers with nothing you take up the time of knowledge. ■

Larry Holmstrom



▲ In the top of the page I have a number of objects with various fills. If I click on one of these objects such as the picture of the Pyramid and then choose a tool and then a shape, that new object will also contain a picture of the pyramid.



▲ In the bottom of the DrawStudio requester is a section called 'color' which has a 'fill' requester. There can be used to select which attributes are applied to the given object or objects on the page in DrawStudio Lite.



▲ One of the most useful features of the DrawStudio requester is a preview so you can see how your changes affect the selected object on the page in DrawStudio Lite.

Bitmap Fills

In the following tutorial I'm going to explain a little about creating Bitmap fills with the Attributes requester. This will help you understand why the authors have implemented various features which many say are complicated but are really just powerful features that many people misunderstand.



▲ If I click on it, with an object on the page, choose the function from the Object menu. The Attributes requester will be displayed as shown.

Creating a Gradient Fill

The following tutorial shows you how to create a gradient fill and then how to save it to it's always at the "Gradient List" when you use DrawStudio Lite. Because this means saving the Default gradient fill, you may want to make a backup of it first. The default gradient fill can be found in the Gradients drawer which itself is in DrawStudio Lite's drawer.



1. In the Fill Color palette, click on the Gradient color button and then on the Fill button. The "Gradient List" is displayed. In it, you will see some default gradients. Click on them and then with that one selected, click on Fill.



2. The "Fill Gradient" importer appears on screen. Here the gradient you want to create is shown. The "Gradient Colors" list will be empty. To create a gradient, click on a color in the "Color List" and then click on the Add button in the "Gradient Colors" list. To create a simple gradient, you need another color, so repeat the process of adding a color to the "Gradient Colors" list.

3. Click OK and you will be returned to the "Gradient List" importer. Click on the Copy button, choose the file called Default in the file importer and click OK. A warning will appear asking you to confirm whether you want to overwrite the existing Default file. Click OK.

4. To confirm that all has gone well, click OK and OK in return to the program as if you had DrawStudio Lite. Run the program again, choose DrawStudio from the Draw menu, click on Gradient and then on Fill, in the "Gradient List" will be your gradient.



5. On the left of the importer are some icons. Click on the Copy button and then you will have the effect you want. The Change event type on and also remember that you can have as many colors in the "Gradient Colors" list as you like.

Bitmap File continued...



1. In the Fill Color palette, click on the Bitmap color button. Then click on the Fill button. The "Bitmap Fill List" appears. This is used to display a list of the Bitmap files for your current project. Click on them and on them called "Bitmap" is created. Then in your first Bitmap fill.



2. The "Bitmap" Bitmap fill itself is not here a listing attached to it. However, this "Bitmap" selected, click on the Fill button and the "Fill Bitmap Fill" importer comes up. Now the fill is made and then click on the Fill button. From the file importer choose a picture to be used as your fill.

3. The default "Fill List" want to object, which we will have for now. Click OK. You will be returned to the "Bitmap Fill List". Click on the three buttons and the "Fill Bitmap Fill" importer and be displayed again.



4. To fill the fill is now done and change the "Fill Type" to Fill and after the fill is done and you have your fill. Then you need the fill type, type a figure into it, press the Fill key and type a figure into it. Then press the Fill key as the figure are applied on the Bitmap. Click OK. In the "Bitmap Fill List" you can have the fill which make use of the same Bitmap but in different ways. This can be used because you can alter the fill settings to change the way the fill is applied to other fill using that Bitmap to create different fill with the same image. Being able to give your fill a name also allows you to create names for the specific object it is being applied to.

Q&A

No matter what the level of your technical problems, if you put them to our experts they'll try their best to fathom things out. Also, please remember to provide us with as many details on your systems and problems as possible, to help us in helping you.

Logos

Myosotis and Myosotis



Solutions to those everyday troubles with your Workbooks



If you need help getting more from your Antipe (just said)



All your technical and general system problems swiftly solved



Trouble making your Antipe sing? We'll go to the source for you



Technical matters beyond the scope of plug-ins and plug-ins



Answers to queries on particular pieces of software



General queries which just don't seem to fit in anywhere else



Specific help with CD-ROM software and driver problems



Problems with art and design? Help and advice is at hand



Printers must not! We'll solve your peripheral blues for you

Overclocking



I have an A1200 with a 540MHz hard drive and 8MBs fast memory, and after seeing your recent issue I hope overlocking problems I wondered if it would be possible to buy a cheap 540MHz 8000 and stick it up to 60MHz. It should work because the 6000 1000 was at 60MHz and that has an 850 processor.

Tim Barnes via email

If it was as simple as that, why would anyone produce cheaper 540MHz controllers? The rest of the crystal is the same whether it is 10 or 60MHz. The point about overlocking is you are making the processor at a faster speed than the one the manufacturer's name stand as being safe.

Processors are tested to the marked speed for reliability but not over that speed to ensure some CPU speeds are determined by testing the individual and to find out what it is reliably capable of — in each case, overlocking is inappropriate. In addition to all this, a processor runs cooler at 540MHz than it does at 60, so the number turns may have used a cheaper chip because which let it up to the higher temperatures produced when it runs faster.

In short, it might work, but we wouldn't do it. In the fact, the advice you mention, we find what needs to be considered to be reasonable targets, based on practical knowledge and empirical experience. Finally, given the difference in cost between 25 and 50 MHz boards, I would think you would be wanting a lot of effort and risk for a minimal financial saving.

Them old PSU blues



I have a Compaq 486 A1200. Would Development help 600000 Compaq to afford

100 100MHz RAM 100MHz OP 100 drive. Spent 500 and 2x CD ROM drive.

My setup has been working fine for some time until last week, when my A1200 started taking several attempts to load up. Due to it being old and the hard drive slowing down. This problem is not limited to start up, but can occur at any time usually within 10 minutes of start up, but not always!

This doesn't appear to be a software problem as the whole thing boots with no access to the hard drive as I have displayed. I assume that the problem is either with my power supply or my hard drive, but please could somebody tell me more and advise me if this is a fix. Therefore problem with my hard drive. I don't want to be able to find any way of slowing the whole system.

Lee Pearson via email

As a general rule, if a problem occurs which hasn't been happening before, you've either changed something in software or some piece of hardware is playing up. You are right in identifying the hard drive and the Power Supply Unit (PSU) as being the most likely cause, but there are many others. A sudden "hardware" crash such as you describe could be

caused by a slightly loose connection (found, for instance). However, the fact that you state it is particularly bad during start-up suggests it is a problem with some part of the hardware which is particularly sensitive to heating. During boot up the hard drive accesses a lot, but that does also mean that the hard drive draws power from the PSU a lot.

I think that it is almost certainly the PSU that is your problem. You don't mention the hard drive nor behaviour in other ways — frequent read/write errors to the disk — and the symptoms you describe are characteristic. PSU's especially with a reasonably limited but Antipe like yours, suffer a lot of stress and deteriorate over time.

Try buying a PSU from someone else if you want to make sure, but it looks to us the time to get a new one. Manufacturers rarely should usually be left alone — a market at the current rate before, it should still be OK.

Dig hard drive



I am a happy A1200 owner and am considering getting up a 600. The problem is that at present my A1200 is only using a 120MB hard disk. I've thought about upgrading to 600MB but have no idea



A. Software Store, computer from Antipe Team.

is burning ROM images for use in Mac emulators, and such things are not an odd.

Mac emulators for the Amiga come with a small piece of software you can run on a Mac to take a snapshot of the ROM and save it to disk for copying onto your Amiga. This is perfectly legal so this is then it is perfectly legal to do this on the condition that the Mac the program is taken from is not used while the Amiga emulator is used. It sounds odd, but the logic is that you have bought a single license copy of the ROM rather than you bought the Mac and have the right to use that ROM on any computer you like, but not on more than the same one.

All this is hardly ideal and leads to a lot of people copying the ROM from someone else's Mac, or even unknowingly using a ROM image illegally posted on the Internet. It is then possible that legal Amiga ROMs will be licensed to Amiga Power, rather than let the distribution happen only through private channels.

Earth to earth



In mid-May 1997 issue you had a feature about carrying your own store of data. I'll tell you how you should have to connect a PC power supply to the A500 and stated that you don't need to have the PC power supply in a case.

So you said that the unconnected wire in the Amiga lead should be connected to the back of the power supply. I don't have a power supply to refer to, but I believe it is possible to connect the wire. Thanks to your help.

Lee Brown, Birmingham

This is just the kind of earth connection. Normally a green earth wire from the power supply cable line the chassis of the power case to earth you can connect the unconnected wire to any earth grounded connection. Check out the book on Power Supplies for it, however.

Libraries of Babel



Can you make a version number and listing of libraries and their location for some programs, for example, version 1.1 have which, located here CU00 the

version, location, and library of the Amiga. I have a list of 424 programs and I am trying to "locate" a library of 1.1. I have not been able to find it. I have not been able to find it. I have not been able to find it.

It is a very long list of programs, from CU0014 on, and I am trying to find the "locate" program. I have not been able to find it. I have not been able to find it.

LA Brown, Birmingham

Often the problem is one of the Amiga's ROMs. The Amiga ROMs are not always the same. The Amiga ROMs are not always the same. The Amiga ROMs are not always the same.

A to Z



John Kennedy has long been an exponent of the F-word... here's a few he prepared earlier.

By John Kennedy

AmigaDOS

An AmigaDOS command used to create a file. It is a command to create a file. It is a command to create a file.

AmigaDOS

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AmigaDOS

An AmigaDOS command used to create a file. It is a command to create a file. It is a command to create a file.

Many. With other AmigaDOS there is the same story, though sometimes there is a more complicated. Some AmigaDOS only work with certain other AmigaDOS are updated, and some updated AmigaDOS no longer work with other software.

There are also often unofficial versions of AmigaDOS floating around which are not as stable as they could be. AmigaDOS is a change of the AmigaDOS or long time left the legacy of AmigaDOS in a state, not as the more official AmigaDOS.

How to write to Q&A

You can send your queries to a good tech tip if you have read to Q&A. Q&A Amiga Magazine, 10-18 Millerside, Isle of Dogs, London E14 3RT or preferably e-mail q-a@amiga.com or via. We can accept letters by text file or floppy disk. Please do not send an AM. WE CANNOT RESPOND DIRECTLY TO QUERIES BY POST OR OVER THE PHONE OR E-MAIL, and cannot answer every Q&A we are sent. Sorry. We do appreciate that you may have a serious problem and want Amiga International to open a UK office you may have no where else to turn, but we get so many questions we simply don't have the time or resources to answer them all. We do our best to ask letters to Q&A that answer most common problems; so even if your own question is not answered you may find an appropriate answer here.

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Backchat

Isn't it time you had your say on all things Amiga? Now's your chance. Jet down your rant or e-mail them to us at backchat@eu-amiga.co.uk

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37-39 Millharbour
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London E14 9TZ

PowerPC? Puh!

I thought that I'd write in with my views on the whole Amiga Power PC thing.

"Allow me at this... it's an Amiga accelerator which gives the machine an additional processor with more power than even the latest Pentium. It's. And IBM can run this for a measly five hundred quid."

But why? Unfortunately people have seen the kind of thing before in the shape of an obscure 544 add-on, on the OM "SuperCPU". This pushed a standard CPU up to roughly the speed of an obscure 544 add-on, on the OM "SuperCPU". This pushed a standard CPU up to roughly the speed of an obscure 544 add-on, on the OM "SuperCPU". This pushed a standard CPU up to roughly the speed of an obscure 544 add-on, on the OM "SuperCPU".

The thing is, though, that only a fool gets obsessed with actual processing power these days. Compare

a 68030-based machine with 8 MiB Fast RAM running Octopus Magazine against a P130 with 16 MiB running Windows 95. Which is faster? Well, it looks better. It's a matter of opinion, really, but not even the most die-hard

"The thing is, though, that only a fool gets obsessed with actual processing power these days. Compare a 68030-based machine against a P130..."

of PC land is could seriously claim that the PC is doing the system a significantly better a well-earned good Copus.

Alternatively consider the pretty low power of the PlayStation 3, slow by today's standards. RISC CPUs along with its "massive" 256 MiB RAM and 2 speed 1.0 GHz CPU (PDA) drive in terms of CPU power, it's apparent. Amiga and basically all modern PCs, but nobody would claim that either of those machines



▲ CPU's what's all the fuss about? Looking according to some fans

would pull off the likes of Soul Blade or 68k-based 2007, well, quite the same which the P130 accomplishes the task. In fact, P130 would be a mere a graphics card is loads of RAM.

All the time, what about a virtual machine can do. In my opinion, people want the following from a "top tier".

In your face, place comes turning the latest graphics rendering games.

Amiga users, whilst open and very, seem to be completely overlooked by the majority of the page software and hardware suppliers.

OK, these groups are a bit general to be too the best, but the point is that almost 80% of the market exists under category 1. In the form of existing PC or PlayStation consoles. There are the people who are more likely to be spending the time and money to be able to, these people all think people in what will determine the success or failure of any new machine with a future.

And my point? As PowerUp to support, I believe that is the main reason why the Amiga games market is still a thing. I believe that is the main reason why the Amiga games market is still a thing. I believe that is the main reason why the Amiga games market is still a thing.

I get down from my sleepers now. Bye-bye, CU Amiga continues whatever happened.

Gavin Gurn, Scotland

Safe right, CPU's are useless



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Time to break the golden rule



Amiga.computers.com. I've been a member of Amiga.computers.com for years. I love how I can find out about all the PC software and hardware that would not run on even a 10-year-old machine five years ago.

Seven months ago, I bought a 166 processor with the 100MHz CPU in the PC world. Now it is the lowest price the retail computer store will buy. By contrast, the Amiga has what? An OS upgrade to at least 3.0 almost twice price, and hard disks are now standard. A single generation upgrade from the twenty-year-old 800MHz Amiga five-year-old 800MHz.

A single upgrade of the display system from CG3 to AGA. It makes the Amiga much more a computer for the year than the computer. I put quite a value on the hands of those who don't want the constant game of keeping up with the latest.

Disgruntled of Guildford

Amiga.computers.com. I've been a member of Amiga.computers.com for years. I love how I can find out about all the PC software and hardware that would not run on even a 10-year-old machine five years ago.

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"Newsflash - most Amiga software produced today is CD-ROM only. The best games, from companies like Titan, Volca and Salween are on CD-ROM"

Amiga's light

Unfortunately one of the Amiga's great strengths has become its undoing. The Amiga just wasn't as successful as we thought. When the late special use of the Amiga proved to be high enough for others to compete, it was the only one they wanted to work on.

The Amiga was the only one they wanted to work on. When people saw what the Amiga could do, they wanted to work on it. When people saw what the Amiga could do, they wanted to work on it. When people saw what the Amiga could do, they wanted to work on it. When people saw what the Amiga could do, they wanted to work on it.

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Disk hassles

Every time I get a new version of a game, I have to wait for the disk to be made. It's like a game, but it's not a game. It's like a game, but it's not a game. It's like a game, but it's not a game.

Every time I get a new version of a game, I have to wait for the disk to be made. It's like a game, but it's not a game. It's like a game, but it's not a game. It's like a game, but it's not a game.

"From preliminary results from our survey, what will persuade the hold outs to get a CD-ROM drive are more CD software and lower prices."



A CD-ROM drive, cheap at half the price.

Amiga, relating

The reason why it is becoming so hard to find software that fits on disks is that no one wants it any more. People these days expect more from their computers than a copy of a book. CD-ROM drives are the only way to get more CD-ROM software. CD-ROM drives are the only way to get more CD-ROM software. CD-ROM drives are the only way to get more CD-ROM software.

Feedback

From post in many forums, we have heard that you will persuade the hold outs to get a CD-ROM drive are more CD software and lower prices.

Newsflash - most Amiga software produced today is CD-ROM only. The best games, from companies like Titan, Volca and Salween are on CD-ROM. Most applications are already CD-ROM only. A lot of people to buy one, there is plenty of software. A lot of people to buy one, there is plenty of software. A lot of people to buy one, there is plenty of software.

From post in many forums, we have heard that you will persuade the hold outs to get a CD-ROM drive are more CD software and lower prices.

any more, then I've also done this.

Cheaper than you think

The real cost of a CD-ROM drive is not the cost of the drive itself, but the cost of the software. CD-ROM drives are the only way to get more CD-ROM software. CD-ROM drives are the only way to get more CD-ROM software. CD-ROM drives are the only way to get more CD-ROM software.

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Andrew Kern is Deputy Editor of CU Amiga

TECHNO TRAGEDIES

Light Guns

We go back to when state-of-the-art video games were made by a firm now more associated with radio-alarm clocks, and the standard colour for your game console hardware was orange...

The graphics were tacky and while very chunky and all games went variations on

Playboy for less.

Meanwhile, deep in the heart of some high-tech Research and Development facility, scientists were exploring because they had just invented the Light Gun. This was a device whose sole purpose was to make your aim true, as you held it up to the screen to select menu options and play naughty and innocent and the like.

Light Guns were actually considered cheap, state-of-the-art toys at the time, and although they made it possible to produce machines considered they looked destined to an expensive life providing fun, hints to surgical support manufacturers. But it that is, some particularly bright (or just plain mad) to use it, from the other side of the room.

In one of those Eureka moments, the smartest scientist they had a chance to hire came and made for a change, and instantly sold the idea to the video games company. The games companies loved it of course, and immediately added a new game genre: Play which involved shooting things.

Beam me up?

Despite the technology at the time, Light Guns were far from the beloved photon pistols of Star Trek. They didn't shoot out beams of laser light light. They didn't shoot anything

as a matter of fact, instead the light came to them. The gun was connected to the console via a long cable, and also used a long thin tube with a small light dependent resistor at the end, typically called a 'image eye' or 'dark line'.

What pointed at the target lit the light, travelled down the outcropping tube and hit onto the wall. The wall then conducted like a switch. All the video game hardware knew where the dot was, and also knew when you pressed the trigger. I could work out if you had hit the target. Bumping stuff.

Dot-tastic

The first video games to make use of the Light Gun were mind bogglingly simple: a large white dot bounced around the screen, and you had to 'shoot' it by pressing the trigger when the gun was pointed at the dot. We cheered of course, but turning the TV bright was up. At the poorest entertainment of your.

After the Age of Orange Consoles, along came Atari and Nintendo. Atari would have seen the first MSX console a cheap piece of kit but both realised this was serious, at light artillery. When evocation gave us the Super Nintendo, they decided to make the end of the shoulder mounted and used some kind of IR tracking device to locate its position and trigger status.

As you might expect, trying to shoot some modes as they popped out of holes kept out of reach for all of ten minutes.

Fast Forward

After playing about in the years and eventually me adding Amiga Computing magazine to my list, I had a proper idea since you know. Out of one of the gift bags sent to me by games companies last year, games companies wrote out what the Amiga does you know call a Light Gun. And what a load of old rubbish it was too.

A bubble clearly got a lot out of it but along with a floppy disk. Obviously the software was never to be played about the gun but they had spent about twenty minutes writing the software. Because it was done, I seem to remember trying to shoot something or something else equally as stupid, with the screen flicked when the trigger was pressed down.

Sadly, the gun didn't work and so that was the end of it. The Amiga Light Gun passed purely into

Virtually alright

In fact, the only company to get it right were Sega, and their very popular mode with off Atari Cop. What is a few 100 graphics, you could stand in the middle of your living room and position killing people without any real.

After playing it once I found I was absolutely delighted with something as simple as that. The Light Gun wasn't a big success on the Amiga. It's a shock, probably it doesn't work, and an even bigger shock if it does. ■

John Semmery



1. Here's the original light gun you'll never see. Grouping from the change hole of the Commodore Amiga, the Light Gun found its way into the world of video games.



2. In the days of the Super Nintendo, Sega decided to go for it. Here's the light gun's future incarnation in a better era: the Sega's Super Gun.

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